Gather game

Time	Task	Progress
10/30 7 pm	Create Preliminary Design	See section: **Preliminary Design Ideas/ Production Requirements** below
10/30 7 pm	Brainstorm Aesthetics Goals	See section: **Aesthetic Goals** below
10/30 7 pm	Brainstorm Core Loop	See section: **Core Loop** below
11/1 5 pm	Create Player, Helper, and Strawberries objects	- Built objects for the player, helper platform objects, and strawberry - Created empty objects with a basic sprite in place, and added rigid bodies, colliders, and sprite renderers.

11/1 5 pm	Create movement scripts for objects	- coded preliminary movements of objects
		  - The player moves left and right at a fixed speed and jumps up by applying a force
		  - The helper platform moves up down left right at a fixed speed
		  - Strawberry falls from the sky after being randomly spawned at a random x from the top of the screen

11/1 5 pm	Create Sprites	- Hand drew all the sprites for each of the objects on notability and removed the background
11/1 5 pm	Started working on the score and timer objects	- Created a score and timer class, where the score should count down by one and the timer should count down from a designated time
11/2 11 am	Create Win/Lose scenes	- Created win/lose scenes and buttons that redirect to the starting screen - Constrained items so they no longer flip over - Created a timer script that counts down - Continued working on scoring logic
11/2 6 pm	Fill win/lose condition	- Made timer turn red when time less than 5 seconds - Made counter turn green when score more than 10 - Made minimum score of 0
11/2 6 pm	Create blueberries	- Created blueberry item that decreases score by one when user collides with them - Set the winning screen when the timer is up and the score >=10, else set to losing screen after

		the timer is up
11/2 8 pm	Create Credits + instructions document	- Wrote instructions and credit document
11/2 8 pm	Wrote Postmortem	- Wrote the postmortem

Preliminary Design Ideas/ Production Requirements

- The player moves around the screen using the up, down, left, and right keys
- The platform moves around using w, a, s, d keys
- The player must gather enough falling objects from the sky before time runs up

How it satisfies the requirements:

Moving object 1: Player
Moving object 2: Platform
Moving object 3: Gathered item

Interaction 1& 3: player collects the gathered item
Interaction 1& 2: player jumps off of the platform
Interaction 2&3: item collides with platform and disappears after 5 seconds

Sound 1: item collected
Sound 2: footstep when the player hits the platform

UI score: X/ X items to collect
UI time: XX:XX seconds left

Aesthetic Goals

Immersion: Create a world that is captivating with a coherent logic background system

- Successful if players feel connected to the world and find the game entertaining
- Unsuccessful if players report being bored by the game

Rapid Gratification/ simple gratification: provide immediate reward and feedback for a short and simple game

- Successful if users experience frequent reward feedback keeping them entertained
- Unsuccessful if users lose repeatedly without getting rewards or feedback in the game

Core Loop

The player moves the platform, player jumps on the platform, the player collects the item

Post Mortem

Summarize what you originally set out to do
My goal was to create a game where the player could move both the player icon and the platform icon so the combination could move around on the screen and collect the items that fall. The platform and the player do not move super quickly, which requires the combination of the player and the platform to move relatively synchronized in order to move to the strawberries that fall and disappear after some time when hitting the ground.

Summarize what your goals ended up being by the end
My goal was pretty similar to what it was in the beginning. For entertainment purposes, I added a blueberry element that falls from the sky which behaves similarly to the strawberry but needs to be avoided by the player since it takes off points. This adds a level of interaction that increases the difficulty of the game somewhat and prevents the player from just moving back and forth and the top of the screen, where the strawberries spawn, and actually being involved in the game.

Summarize what you accomplished in those goals
I believe I met these goals quite well since I finished the goals that I set for myself and also created sprites that tell a relatively coherent story, which made sense for the player and the player to understand the goal of the game relatively well. The sprites work as intended and are difficult enough to require the player to pay attention and try the game a few times.

What went right?
The behavior that I chose for the components is relatively simple. Still, it's the combination that makes the game relatively entertaining to play, and the combination of time intervals, speed, and movement makes the game winnable without being too easy.

What went wrong?
Many debugging attempts were required to get the behavior of the items just right, but it mostly worked out in the game. There is a behavior that I wanted to do better, which is the respawning of items when moved off-screen. I would rather have the item respawn at a fixed point but feared that items would spawn into others, and simply let all the items spawn at the top of the screen.

What do you wish you knew at the start of the project that you know now?
I wish that I knew more about how to calculate how long the intervals and how fast the speeds of each process should be, because I mostly found those by trial and error, and it’d be really nice to have a plan for more complicated games.

What did you learn in the process?
I learned how to add a background to the games as well as create a realistic jumping movement when combined with other movement instructions. I also learned how to make the components not rotate and flip them in gameplay.