



Edmonton Public Library Game for The Digital Wall:

BUG SNATCH

Collin Adoma, Nancy Dinh,
Yron Gerona, Romel Mendoza

Intro

Brainstorm

Developing'

Design

Technical

Demo

Conclusion

INTRO / TEAM MEMBERS

Collin Adoma

Comp. Sci Major / Design Minor

Nancy Dinh

Comp. Sci Major/ Biology Minor

Yron Gerona

Philosophy Major/ Comp. Sci Minor

Romel Mendoza

Comp. Sci Major/ Psychology Minor

EPL Digital Wall Game

- Our task was to create a game for the EPL digital wall.
- The game was to be developed using the Unity game engine.
- On the digital wall, the game will span across 3 panels which are controlled by 1 virtual machine.
- The game had to be playable by all ages.





BRAINSTORMING / PLANNING

- We came together to brainstorm ideas and build upon them to present a game proposal to EPL.
- After presenting to the client, they gave us feedback to consider when choosing our game.

Racing Game

- Start option 1-3 player
- Vertical scroll
- players use arrow keys at the bottom of screens to avoid incoming obstacles
- Screens of each players perspective



Dress up or salon games

Inspiration/Similar Games



Bug and Fish catching game

Bugs scattering and the user taps on as many bugs that they can in a given time limit.

Show the bag/number of bugs caught. These bugs caught will be used as bait.

The user goes fishing with the bait.

Total caught = final score.

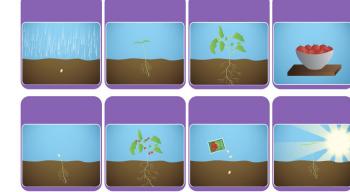


Educational Plant Growth Game

Similar Games



Put all the pictures in order!

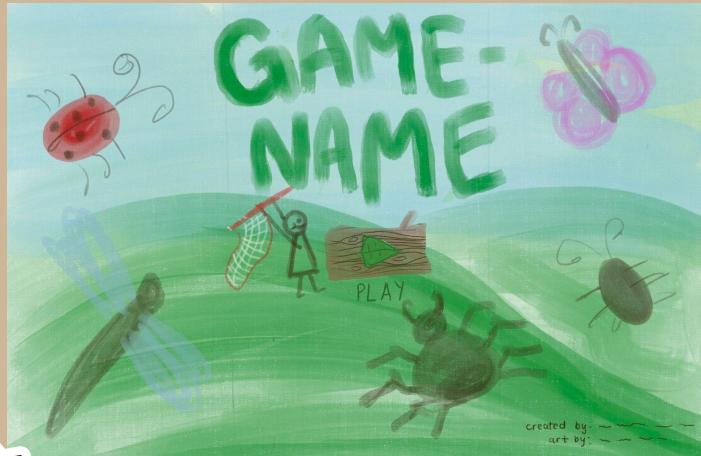
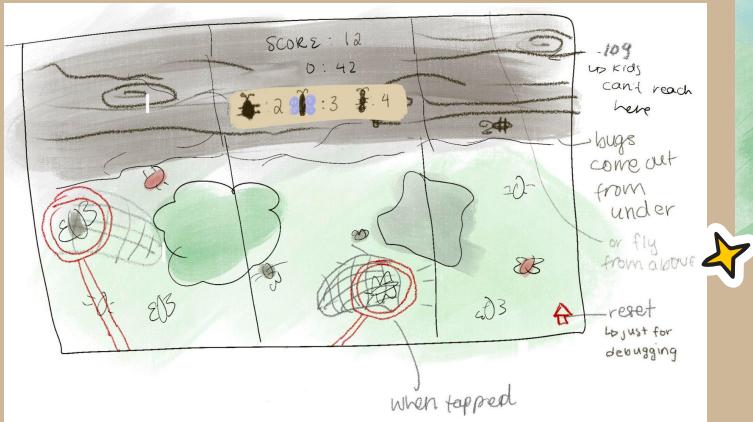


Take care of flowers
Seed to fruit



BRAINSTORMING / PLANNING

- After receiving feedback, we decided to commit to a bug catching game.





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DEVELOPMENT PHASE: our setup

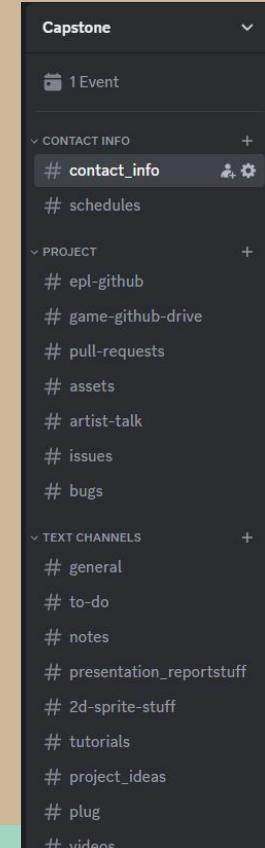
Engine/language: Unity/C#

Project management: Agile methodology (SCRUM)

- Weekly meetings
- Communication through Discord
- Github for version control (it was free)

Role allocation:

- Generally evenly distributed
- Those with more design experience took on more on design roles



DEVELOPMENT PHASE: Scrum

- Immensely helped us through the term
- Thorough breakdown of our plan
- Kept us accountable and on track

PRODUCT BACKLOG

ID	Name	Story	Importanc	Estimated	How to demo	Notes	State
0	Play button	As a user I want to begin the game	High	8	Press play button and the game should start		Completed in Sprint 1
1	Tutorial	As a user I want to know how to play the game	Medium	10	Press play button which will bring the user to the instruction screen		Completed in Sprint 1
2	Gameplay	As a user I want to play the game	High	20	Press play on tutorial screen and go to gameplay screen		Completed in Sprint 3
3	View score	As a user I want to view my score	Low	10	During gameplay, show score as user plays and the overall score at the end screen		Completed in Sprint 2
4	Catching Bugs	As a user I want to catch bugs	High	10	During gameplay, be able to catch bugs by tapping on them		Completed in Sprint 3
5	Timer	As a user I want to know how much time is left	Medium	10	Show time counting down at the top of screen		Completed in Sprint 2
6	See bugs caught	As a user I want to see which bugs I've caught	Medium	15	At end screen, show bugs in terrarium if caught		Completed in Sprint 3
7	Replay option	As a user I want the option to replay the game	Low?	2	Press replay button and restart game	If a user walks away mid-game, the next one can press this button to start a new game	Completed in Sprint 1
8	Back home button	As a user I want the option to go back to the main screen	Low	2	Press home button and bring back to main screen		Completed in Sprint 1
9	Bug descriptions	As a user I want to read about the bugs	Low	10	Be able to press on the bug nameplates and show info book		Completed in Sprint 3
10	End game	As a user I want to finish the game	Medium	5	Be able to see the end screen		Completed in Sprint 1
11	Touch Capability	As a user I want to be able to use the touch screen	High	5	Be able to interact with the game through the touchscreen		Completed in Sprint 1

DEVELOPMENT PHASE: Hurdles

Initial hurdles:

- New technologies (Unity) & languages (C#)
- Scope (how complicated the game should be, target audience)
 - Initial product backlog was difficult to plan
- Working for a client

Overall hurdles:

- User testing!
 - Developing the game in the context of the screen & audience (kids)
 - UI and UX
 - Lots of trial and error



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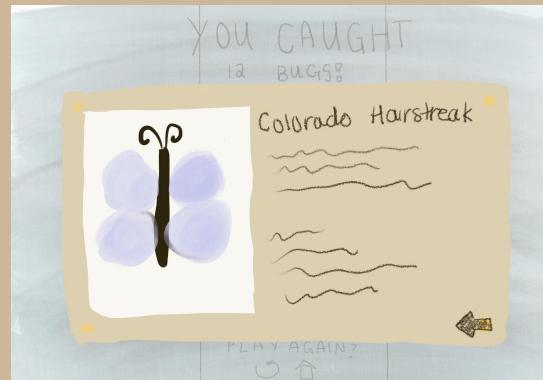
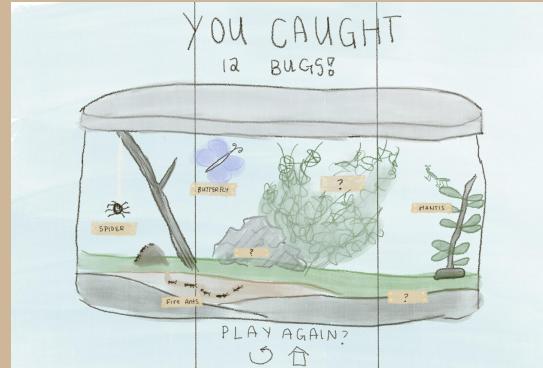
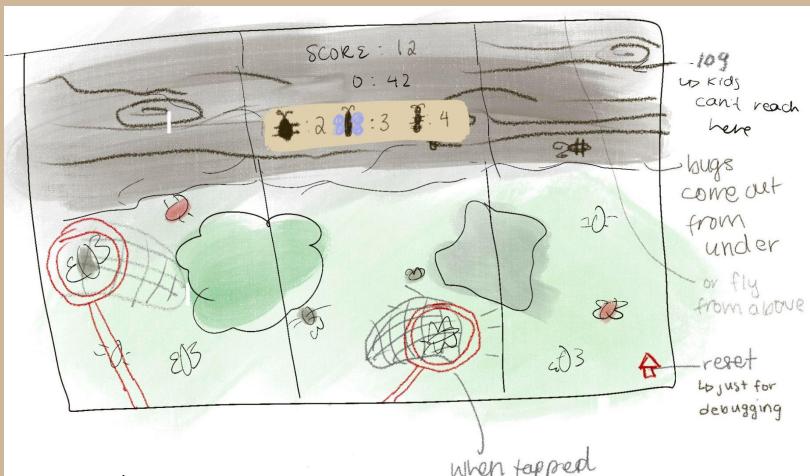
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Design: Low – Mid. Fi Wireframes



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Design: Mockup



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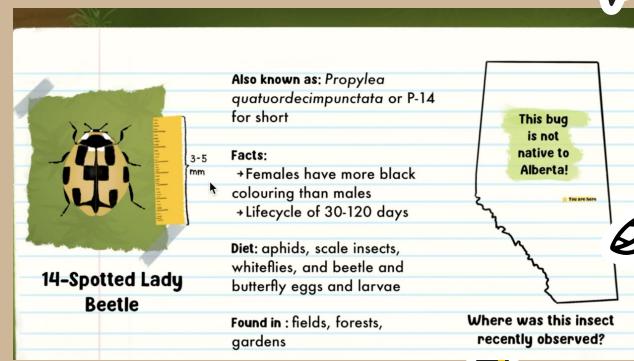
Design

Technical

Demo

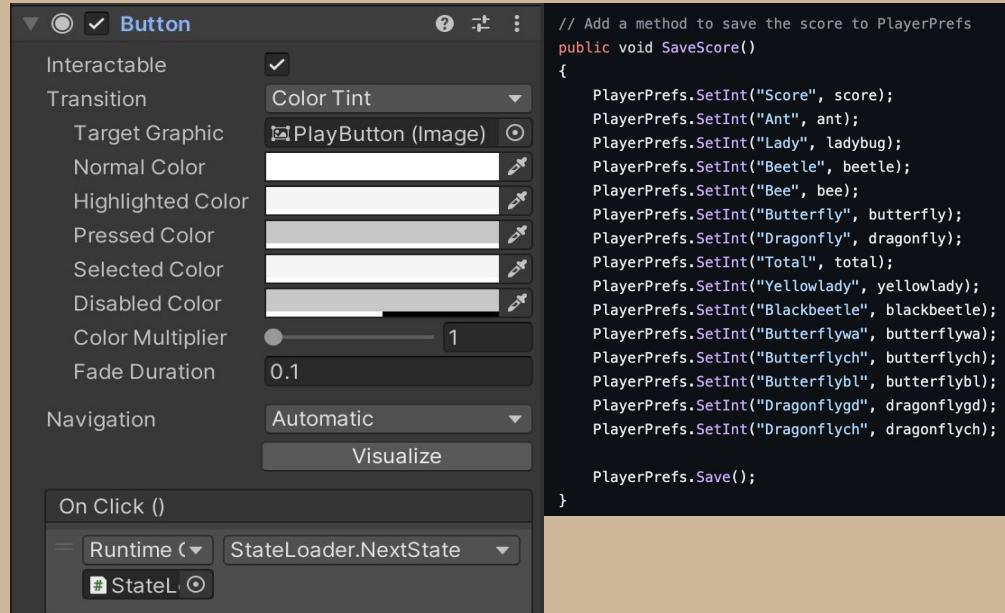
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Design: Final Mockups



TECHNICAL DETAILS

- Buttons.
- PlayerPrefs.
- Random bug pathing.
- Bezier curve pathing.
- Bug spawning





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GAME DEMO

https://drive.google.com/file/d/1AeY8-R9OSjKKCI-u9PpMX0OTA44IdHK/view?usp=drive_link



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CONCLUSION

Organization

Discord server to organize chats and other resources

Organized game files

Scheduled meetings

Communication

Efficient Meetings

Listening and good communication between members

Scope

Game was good for the scope and our capabilities

Working with others

Working in tandem with a client

Interdisciplinary collaborations

Communicating as a team

Skills

Unity

Proficiency in Git & Github

UX & UI: Prototype & Usability testing

Project Management

Proficiency in Scrum

File management (coding conventions & commenting)

Time management

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Questions?

Edmonton Public Library

Game for The Digital Wall:



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