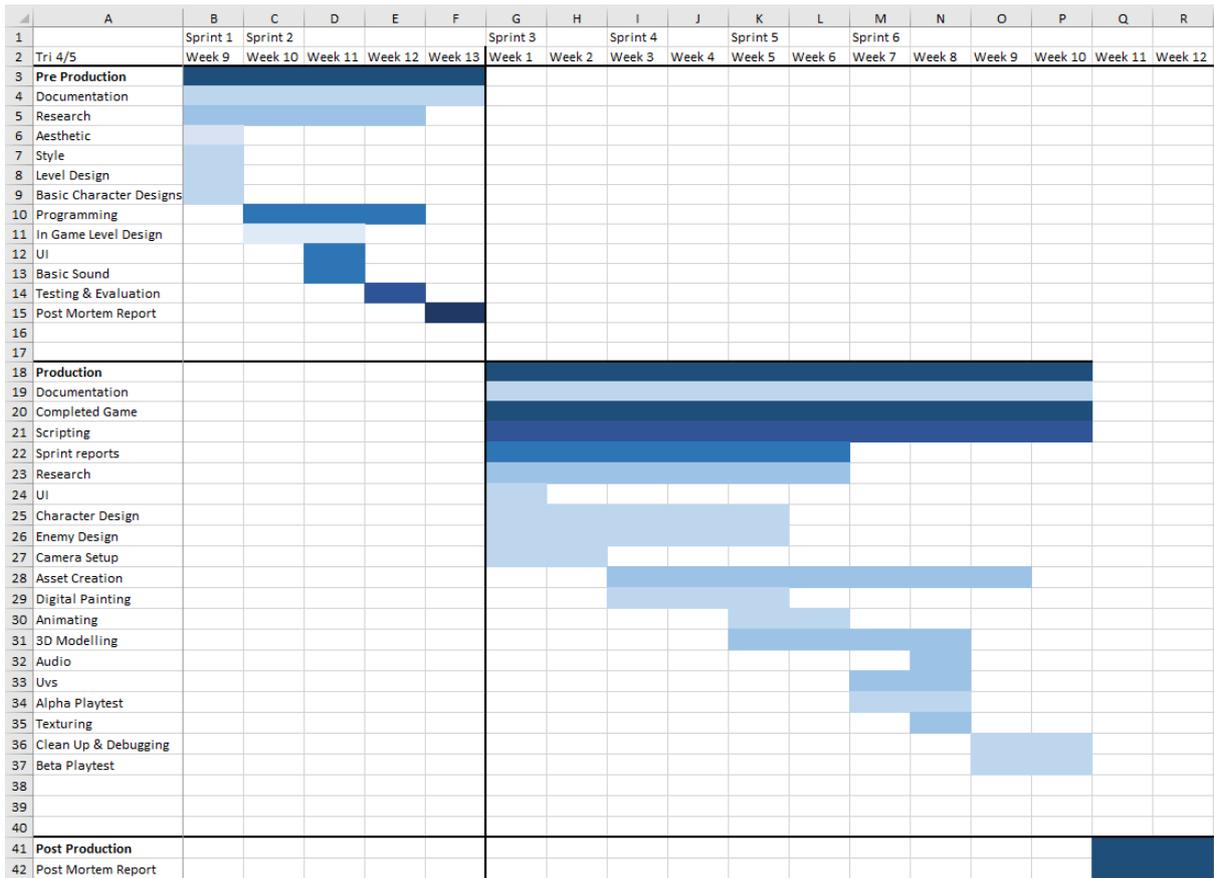


LA Hellway Gaant Chart using Microsoft Excel



Burdown Charts using Microsoft Excel



Sprint 1 - 2018

Sprint 1

	Task ID	Task Name	Due Week	Estimated Hours	Actual Time Taken	Ideal Remaining Time	Actual Remaining Time	Overlapping Actual Remaining
Sprint1	001	Fix Camera Issues	25/02/2018	5	6	13	13	13
	002	Create UI	18/02/2018	4	4	8	7	8
	003	Character Designs	25/02/2018	2	3	4	3	5
	004	Enemy Designs	25/02/2018	2	2	2	0	2
					0	-2	0	

TOTAL # ITEMS

4

TOTAL PROJECT WORKDAYS

14

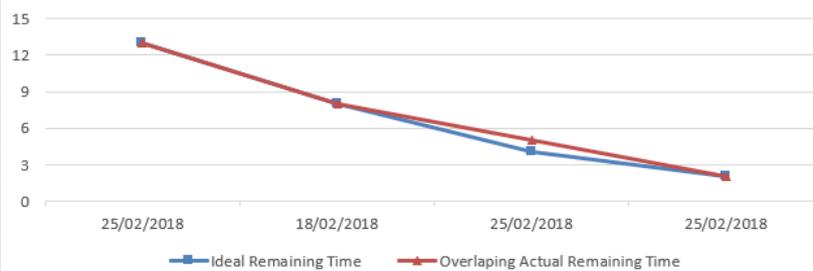
TOTAL ESTIMATED HOURS

13

TOTAL TIME TAKEN

15

Burn Down Chart Sprint 1



Sprint 2 - 2018

Sprint 2

	Task ID	Task Name	Due Week	Estimated Hours	Actual Time Taken	Ideal Remaining Time	Actual Remaining Time	Overlapping Actual Remaining
Sprint2	001	Character & Enemy Creation	11/03/2018	4	10	11	11	11
	002	Directional Shooting	11/03/2018	4	7	7	4	10
	003	Basic Enemy AI	11/03/2018	3	3	4	1	4
					1	-2	1	

TOTAL # ITEMS

4

TOTAL PROJECT WORKDAYS

14

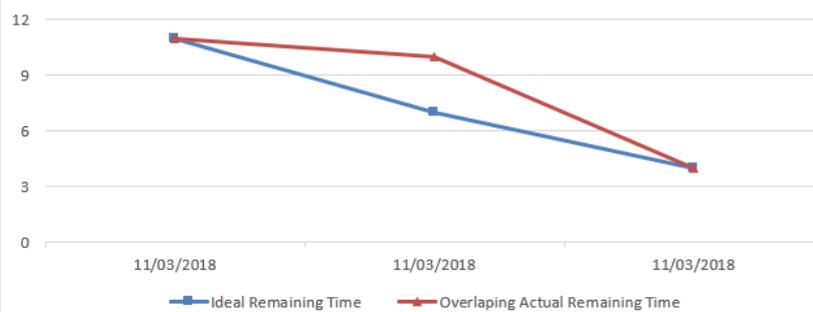
TOTAL ESTIMATED HOURS

11

TOTAL TIME TAKEN

20

Burn Down Chart

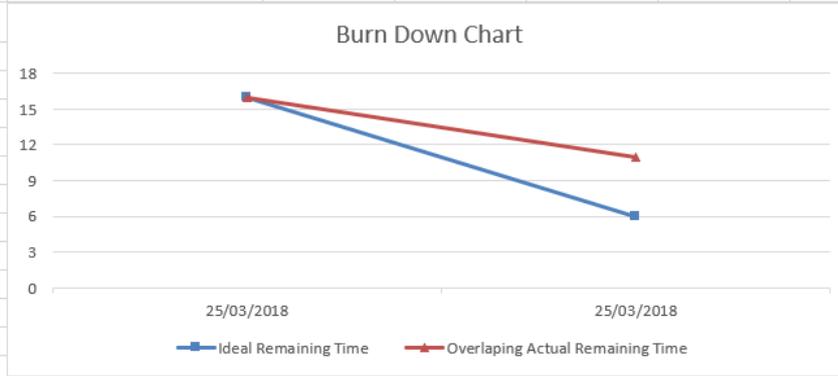


Sprint 3 - 2018

Sprint 3

Task ID	Task Name	Due Week	Estimated Hours	Actual Time Taken	Ideal Remaining Time	Actual Remaining Time	Overlapping Actual Remaining	
Sprint3	008	Animations	25/03/2018	6	8	16	16	16
	009	Modelling 2 weeks out of 4	25/03/2018	10	15	6	1	11
					-4	-14	-4	

TOTAL # ITEMS	2
TOTAL PROJECT WORKDAYS	14
TOTAL ESTIMATED HOURS	16
TOTAL TIME TAKEN	23

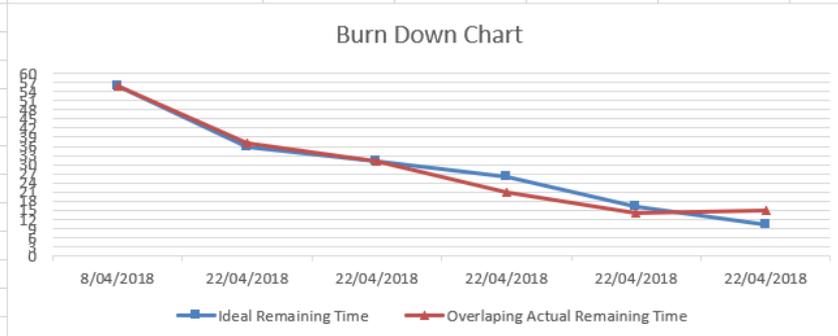


Sprint 4 - 2018

Sprint 4

Task ID	Task Name	Due Week	Estimated Hours	Actual Time Taken	Ideal Remaining Time	Actual Remaining Time	Overlapping Actual Remaining	
Sprint4	010	Modelling	8/04/2018	20	25	56	56	56
	011	Menu and UI Set Up	22/04/2018	5	6	36	31	37
	012	Debugging	22/04/2018	5	5	31	25	31
	013	Texturing	22/04/2018	10	5	26	20	21
	014	Audio	22/04/2018	6	4	16	15	14
	015	Final coding	22/04/2018	10	15	10	11	15
					0	-4	0	

TOTAL # ITEMS	4
TOTAL PROJECT WORKDAYS	14
TOTAL ESTIMATED HOURS	56
TOTAL TIME TAKEN	60





La Hellway – Post Mortem Report

GAM404 Assessment 3

Lecturer: Angela Pinilla

Andrew Hudson 211844 Game Design

5/4/2018

GAM404 Assessment 3

LA Hellway – Post Mortem Report

Introduction

LA Hellway is a two man project that is a post-apocalyptic 2D/3D platformer. The gameplay is shooting down enemies in the remains of Los Angeles after an almost fatal disaster occurred and left behind the broken remnants of the past. This is a burdened time where chaos is created and met with the craziness of the survivors in this area.

Stage 1 Prototype

At the start of this project, we had high hopes in terms of the scope we wanted to achieve for two people. The plan for the game was to have some unique mechanics that would be different to normal platformers. A health system that would switch characters after a character has lost all its health, but the player would be able to progress through the level from the spot they lost that character with the next one, until all three characters were down.

There were initially three levels planned out, a Santa Monica Pier for the tutorial, a downtown LA level and an observatory lookout level. The style we wanted to accomplish was a 3D environment with 2D gameplay for the enemies and main characters. We wanted the environmental design to have a strong pull for this game, having the toon shaded 3D environment with bendy buildings and broken debris around the levels. The shader also helped at creating the stylized aesthetic look we wanted to go for with the edges of the models having a dark outline to them.

The prototype we managed to produce, was a basic tutorial of the game with bland shapes and little textures, our aim for this was to get a playable game that would be the base for our game. This was also the time when we started testing the mechanics of the game and the set up required to play the game with the camera work, level layout design and getting the character to work smoothly.

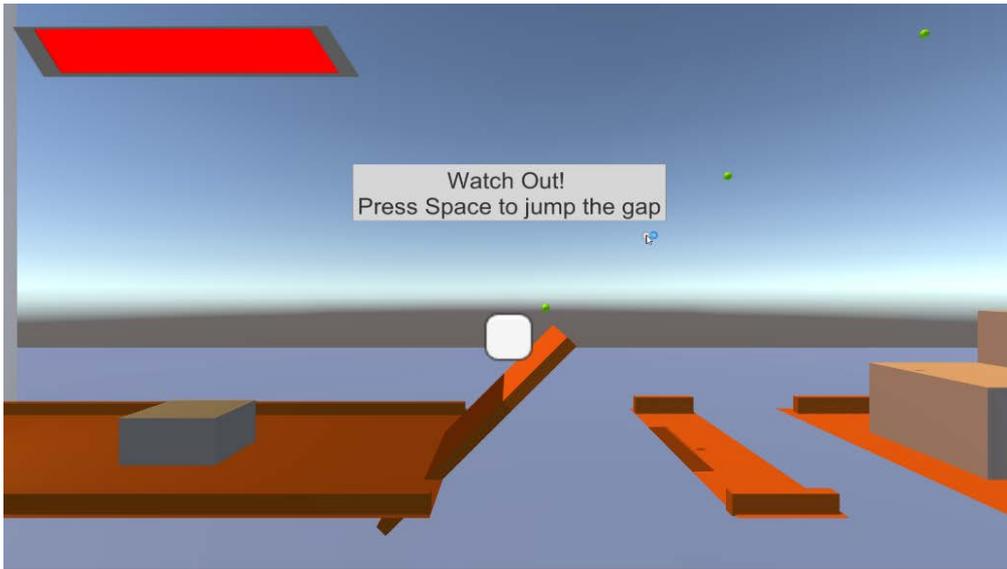


Figure 1, Prototype View, Screenshot

Stage 2 Mid Development

After the prototype was complete, we had our break in between trimesters and we thought of ideas over the break and ended up changing parts of the game. One of the most relevant changes was in the scope of the project; three levels were scrapped and changed to two due to the timeframe we had available.

The goal for the player was changed to surviving the level and killing as many enemies as possible. This led to the change in the enemy spawn system to one that must spawn a significant amount of enemies constantly, since the gameplay was not endless. This change was made due to the time frame and looking ahead to the amount of modelling that would have been involved for another environment.



Figure 2, Main Level, Player's View

The characters were developed after the prototype but there was an idea beforehand for the types of characters that would survive in this world and I wanted to give them a unique style for their design. I think the character design worked well with the variety but could still use some tweaking and had it been possible, displaying the lighting on the 2D characters within unity rather than imbedding the highlights and shadows within the sprite. For the enemies, we had a few ideas for what we wanted to put into the game, but only had time for one enemy to begin with, being the chainsaw enemy. Then later, we were unsure if the chainsaw enemy would work so I made another enemy that would be easier and quicker to implement into the game. However, we did manage to implement both enemies and that gave the game some variety.

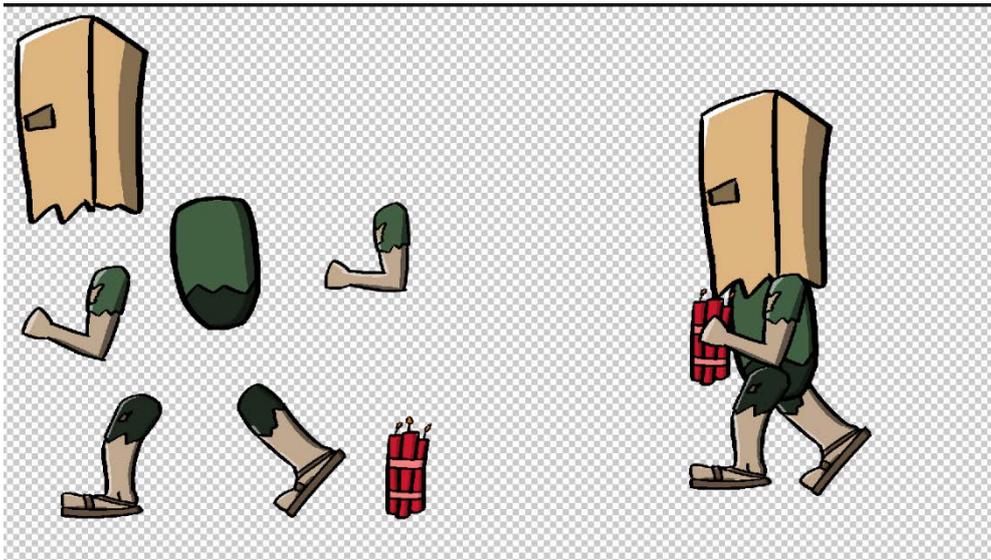


Figure 3, Paper Bomber, Sprite Sheet

Stage 3 End Game

During the final weeks of the game, came the crunch time stage, which was rather stressful but we knew that the playable game with at least one character done could be done. Modelling the levels took much longer than expected with the amount of space we needed to fill out for both levels and was still being finished in the last couple of weeks.

There were systems within the game that had to be finished like the enemy system, which was a bit rushed in the end and could use some work, but we managed to get them to spawn and make it difficult for the player to survive.

With only a few days to go, we only had one playable character implemented and the goal was to have three, so at the last minute we tried to implement both the Scrap Man and Hood Guy into the game but couldn't fix the Hood Guy in time. The

animations for him would work fine but shooting with him just didn't work well and we didn't have the time to fix the arrow firing issue.

The menu system was put together at the last minute and was tested so that it was working properly, making sure that every button went to the right place in the game. The scoring system was added in rather late, but we wanted to make sure that the player had a goal to achieve so that they could at least try to stay alive as long as possible and have an enemy tally to look back on.

The last few days were quite frustrating, when all that needed to be completed was importing the last few things into unity and making them work. We ended up taking turns using the unity file, working on different aspects of the game that needed to be completed. We managed to finish the game in time, not quite to the level of quality we would have liked to have achieved but managed to submit the game with the main sense of gameplay and style we wanted.



Figure 4, Character Select, Player's View

Stage 4 Finished

Overall, the project is a playable game that works but still has its issues that can be fixed with more time. The style of the game I think we successfully created and follows the theme of the game in a post-apocalyptic landscape that is in a different world. We followed the schedule rather well and at stages of the project, we were ahead of it. This allowed us to start some of the modelling early, which was a huge help for the projects completion. There were also some stages that had gone off track a little bit, but we were able to catch up and continue following the schedule. The sprint reports were a handy way to set deadlines with this project and also reinforce the issues we had when making the game.

Final Thoughts

The strength of this project were the design aspects which I am mostly happy with, but there is always room for improvement. The weakness that can be improved upon would be some of the animations as they can feel clunky at times. The mechanics can be cleaned up as there are parts that don't always feel right and can sometimes break the game for the player. The enemy spawn system can still be tweaked as sometimes there may be too little or too many enemies in one area. The gameplay is still rather buggy, but still a fun experience when the bugs don't show up.

As the Project Manager of this project, I found that the need to be flexible with scheduling was handy since speed bumps will come up when creating a game. From this experience, I will take all of the organisational tools that keep a project on track and use them in future projects to help make adjustments with the management of the game. Also, when working on a future project, I will look into using GitHub to share files in a more efficient way than sharing over Google Drive.

After playing the game, I thought that a high score system would be a strong addition to the game. This will add some depth to the game by allowing the competitive side in people to shine and try to be the best at the game. Full keyboard interactivity would be handy as it feels awkward to go through the menu using the mouse and then the whole gameplay side is just keyboard.

Looking to the future of this project, it would be nice to add some additional enemies, fix the Hood Guy and make the gameplay bug free. Also, adding a high score system will be a nice adjustment and potentially, the addition of another level with more time.

References:

Figure 1: Andrew Hudson & Stefan Dolidis, 2018, Prototype View, Screenshot, LA Hellway, 03/05/2018.

Figure 2: Andrew Hudson & Stefan Dolidis, 2018, Main Level, Screenshot, LA Hellway, 03/05/2018.

Figure 3: Andrew Hudson & Stefan Dolidis, 2018, Paper Bomber Sprite Sheet, Screenshot, LA Hellway, 03/05/2018.

Figure 4: Andrew Hudson & Stefan Dolidis, 2018, Character Select Screen, Screenshot, LA Hellway, 03/05/2018.

Sprint Report

Overall Tasks:

- Donut Level
- Bins and Weapons
- Pedestrians
- Jump and Duck
- 3 overall life system
- Monster Animations
- Eye direction track nearest pedestrian (controlled by code)
- Texturing, lighting on the first level
- 2D Poof animation of pedestrian death
- Newspaper model and textured (to drop for collection).
- Monster Hit research

Boss level

UVs before characters animated

Dog in each level, school on skateboard, shop holding donut bag

Sprint 1 - Week 2 - 3 (13th - 20th June)

Stefan

Tasks:

- Power Up system
- Side camera icons
- Set Up pedestrians
- Change Player movement parts to all use physics/rigidbody properties

Progress:

- Power up System Implemented
- Animation Set Up
- Player movement is now controlled by rigidbody

Issues:

- Animations being difficult to implement. Got the left and right movement so far, and one smash, but that can stuff up when adding more animations, so it's still in progress.

Ellie-May

Tasks:

- Model Dog and Uvs

Progress:

- Corgi and UVs completed
- Pram and walker modelled for pedestrians
- Double checked pedestrian UVs

Issues:

- UVs got messed up when using Skeleton5 to clean up mesh - Resolved

Daniel**Tasks:**

- Hand Over monster animations.
- Move left, right,
- Base pedestrian walk cycle.
- Cool hits

Progress:

- Business woman walk cycle

Issues:

-

Andrew**Tasks:**

- Donut Level Layout in Unity.
- Look development for Level.
- Monster Character texturing and look dev.

Progress:

- Looked at outline shaders in unity for the style of the game, disliked how they made the game look and have decided on creating the outline through the use of texturing it on the border edges.
- Donut level has been laid out, but may have parts re made with the style now decided upon
- I know how the character will be textured through their UVs as well with the outline

Issues:

- Had to fix up the previous models to have all of the edges showing for the outline to appear
- UV mistakes kept popping up and has to be fixed to continue to create the textures

Sprint 2 - Week 3 - 4 (20th-27th June)**Stefan**

Tasks:

- Make progress on the side indicators for pedestrians running off screen
- Fix animation bugs
- Life System
- Recode pedestrian scripts to all be a part of one class called Pedestrians.

Progress:

- Animation still in progress, waiting for one more squash animation, then it will be easier to implement.
- Life system started, but put on hold to first create what we want in the gameplay. Putting a life system now will only slow down progress for other things.
- Successfully improved pedestrian scripts.

Issues:

- Animations taking more time and being harder to implement than anticipated. Still in progress.

Ellie**Tasks:**

- Rig Corgi
- Rig Skater Girl

Progress:

- Skater Girl Rigged, ready for animation.

Issues:

- Skeleton 5 Doesn't have ears on the Quadruped skeleton. Added as tail, added random joints after building skeleton. - Added ears after finishing the rig.
- Skater Girl clothes and hair needed to be moved to newer model. - Resolved

Daniel**Tasks:**

- Business Woman walk to be completed
- Dad with a pram walk to be completed

Andrew:**Tasks:**

- Complete the environment style for street level
- Complete the environment for the donut shop

Progress:

- Street done
- Donut shop background needed

Issues:

- More time in the day

Assessment 2 - Development Meeting Progress Report

Sprint 3 - 27th June - 4th July

Stefan

Tasks:

- Get UI indicator to pop on side of screen
- Put animations together

Progress:

- Indicator works

Ellie

Tasks:

- Corgi Rigging issues fixed
- UV skater girl
- Make chubby donut character

Progress:

- Skater Girl ready for Texturing
- Chubby Lady Modelled and UVd
- Corgi ready for animation

Issues:

- Skater Girl and Chubby lady had mesh that was overlapping, Fixed. Other Models Checked and Cleaned Up.
- Skeleton5 front Legs on Corgi not working correctly, made own legs to attach.

Daniel

Tasks:

- Skater Girl Animations
- Old Man Animations
- Fix Monster

Progress:

- Dad without pram into the game

- Putting monster animation together
- Old Man animation almost complete

Issues:

- Business Woman export issues

Andrew

Tasks:

- Donut Shop background stuff
- Texture pedestrians
- Texture ped items
- Texture monster
- Work on School level
- Start UI - Start Menu, Map, Loading Screen, Garbage Health, Combo number,

Progress:

- Dad, Monster, Old Man, Business Lady, base texture
- Skater, the Uvs have been cleaned up for the textures
- Skateboard and pram uv'd and cleaned for texture
- Donut level complete and to be implemented into the game
- Looked at UI options
- Made newspaper UI

Kim Suggestions

- Check Animation pipeline (Stef and Daniel) m Ellie May
- Andrew Character look.
- Schedule play testing this sprint (observe students playing and get feedback)

Sprint 4 - 4th July - 11th July

Stefan:

Tasks:

- Continue looking at the final level
- Look at level select menu options
- Work on Map scene
- Randomly choosing different textures for spawned pedestrian

Progress:

- Started working on Map Scene look
- Final level mapped out

Ellie:

Tasks:

- Rig Chubby lady

- Make Chubby cop
- Make segway

Progress:

- Chubby Lady done
- Segway started

Issues:

- Issues with dog mesh? Back Right Leg didn't respond well, replaced back leg Rig with own rig.
- Skater Girl UV kept messing up when Geometry was referenced, imported and re-skinned to fix. (tried using the original geo to transfer the UV but it did not work)

Daniel:

Tasks:

- Animate Skater girl
- Finish off monster animation combine
- Get pedestrian animations ready and put into the game

Progress:

- Animate Dog
- Animate Skater Girl

Issues:

- Exporting issues

Andrew:

Tasks:

- UI - Work on main game Interface
- Texture the skater and pedestrian props
- Finish the UVing and textures on the garbage truck
- Get build on Monday and get some playtesters

Progress:

- Garbage Truck UVs and texture done
- Skater textures done
- Pram and skateboard textures done
- UI elements started
- Got some feedback from playtesters

Issues:

- I am moving on Thursday so my progress will be stunted til I have everything set up at the next house
- Playtesting has shone a light on tutorial issues, having to tell them the controls and also not understanding the concept of the game with leads to mindless smashing of people.

Sprint 5 - 11th July to 18th July

Up to Assessment 2

Stefan

Tasks:

- Boss Level progression
- Scene Loading
- Boss Level Models
- Implement modelled dog
- Boss Level Model UVs
- Redesign the map
- Turn fence when dog hits it
- Add Keyboard input indicators

Progress:

- Created the primary models for boss level
- Uved the primary models for boss level
- Redesign of the map in progress (now its 2d)
- Dog implemented
- Turn fence implemented
- Scene loading working
- Added initial Keyboard input indicators (needs improvement)

Ellie

Tasks:

- Rig and UV Chubby Cop
- Make alternative skater clothes for the donut skater
- Create chubby bully and Teacher using previous like models

Progress:

- Chubby Cop Finished Modelling, UVd and Rigged (on Trello)
- Teacher Modelled
- Skater should be good with colour variations, Let me know if you would like me to change the outfit though

Issues:

- Business Woman had Ngons and problems exporting

Daniel

Tasks:

- Other weapon animations for the monster
- Get all level one pedestrians into unity

Progress:

- Corgi Run Cycle
- Skater Girl Animation

- Re-animate Heavy Hit
- Fix Business Woman
- Monster Animations Completed
 - Normal Hit
 - Heavy Hit
 - Side Hit
 - Jump
 - Move Left
 - Move Right
 - Idle
- Pedestrian Animations Completed
 - Dad Walk
 - Dad Walk (with Paper)
 - Dad Walk (with Pram)
 - Old man Walk
 - Old man Walk (with Paper)
 - Business Woman Walk

Issues:

- Fixed the problem with monster having different files for different animations, was causing issues with the programmer and every file was slightly different. It made everything much harder to deal with because if something needs to be changed I had to do it in every file, so I merged all the animations into one file, much easier.
- The Heavy Hit animation snapping offset when ported into Unity, can't find the issue so I will redo the animations.
- Exporting Issues with Business Woman, mesh not showing after export. Can't find solution, might have to fix the mesh in the base file.
- Old and new files were all over the place and had to re-skin and re-rig a couple of models due to animating on the old model.

Andrew

Tasks:

- Continue work on UI and try animating parts of it
- School level
- Make Donut Bag and Books for pedestrians to hold
- Working on Monster textures

Progress:

- School level all modelled
- Working on UI in animate - made the base live icon and health bar in photoshop
- Made the garbage bag texture in mudbox
- UVing the school level in the works
- Donut bag and books modelled and uved

Issues:

- Not many, just need time to keep working on progress

- Can't extract maps from mudbox
- Monster mesh had engones and extra faces that need to be fixed in the reference

Sprint 6 18th July - 1st (August Week 7-8)

Stefan

Tasks:

- Set Up tutorial aspects
- Rechargeable Dash
- Import old man pedestrian
- Import new animations for monster
- New camera movement animation at start of level

Progress:

- Control elements updated
- Redone tutorial icons
- Timing on tutorial in progress
- Old man imported

Issues:

- Old man textures not changing right with the 'randomiser' script

Ellie

Tasks:

- Fix Business woman (Ngons and disappearing mesh)
- Model Chubby Bully (teen?) - Postponed
- Rig Teacher - Postponed
- Work on Donut Shop Pedestrian Animations

Progress:

- Business Woman's Mesh is repaired, Re-Rigging begun
- Skater Girl mesh fixed and re-rigged.

Issues:

- Weight painting on Business Woman resets each time i change joint. - fixed/problem minimised enough to go on.
- Skater girl wasn't exporting with animation. Found bad mesh and re-rigged, should be fixed.
- Skater Girl still broken? Dog still broken?
- Chubby Cop Animation Started.

Daniel

Tasks:

- Final Monster Animations
- Get Level One animations complete

Progress:

- Old Man in the game

Andrew

Tasks:

- Complete School Level
- Complete Monster Textures
- Work on Final Level Textures
- Work on next batch of character textures

Progress:

- Pedestrian held objects modelled and UVed
- School UVs complete
- School Textures Complete
- School Level layout almost complete, just a few areas small parts to lay out

Issues:

- Time consuming placing all of the objects in the scene

Sprint 7 1st August - 8th August

Stefan:

Tasks:

- Import Pram pedestrian
- Fix texture changing
- Fix pram speed (not moving)
- Fix - Pram going in opposite direction than intended
- Change speeds of pedestrians
- Fix animation speeds
- Rotate newspapers when picking up
- Import monster textures

Progress:

- Imported pram
- Imported monster textures
- Fixed pram not moving
- Fixed pram going in opposite direction
- Changing speeds of pedestrians to fixed speed in progress
- Texture randomiser fix in progress
- Newspapers now rotate when picking up

Issues:

- Texture changing not working

Ellie:

Tasks:

- Animate Chubby Cop on Segway
- Animate Chubby Woman

Progress:

- Kim saved the day and helped fix the problems from last week (Skater Girl) and have checked the other characters to see if they are good.
- Chubby Woman weight paints fixed, begun animation.

Issues:

- Time is pressuring us to focus on finishing the first level so I have postponed modelling the last character and have started animating the Donut Shop characters as it has the most repeat characters.
- Chubby Cop doesn't export animation (it did at Uni??) - Resolved - Export viewer wasn't showing it but it shows up in Unity

Daniel:

Tasks:

- Animate dog
- Animate business women

Progress:

- Models fixed for animation

Issues:

- The exporting of models but that is now solved

Andrew:

Tasks:

- Finish HUD
- Work on start menu
- Pause menu
- Tutorial debrief page
- High Score
- Make a mailman for power up drop

Progress:

- Fuel bar Designed
- Life icon Designed
- Pause Menu Designed
- Tutorial Page designed
- Level Complete designed
- Loading Screen Designed
- Start Menu in progress

- Mailman made
- Mailman textured

Issues:

- Time

Assessment 4 -

Sprint 8 - 8th August to 22nd August (Week 10-12)

Stefan

Tasks:

- Create hit sprites for combat
- Lighting level 1
- Fix/complete player animations
- End game scores
- Create 'Hurt' sprite
- Implement dash sprite UI
- Improve Life/death system
- UI animations
- Skybox
- Fix tutorial
- End of level scores
- Implement rest of level 1 pedestrians in scene
- Bug fixes

Progress:

- Created 'hit' sprites for the player
- Level 1 lighting done
- finished player animations
- Started on end game scores
- Created the 'hurt' sprite
- Implemented dash UI
- Improved Life/death system
- Made UI animations for lives and the dash
- Tweaked tutorial
- Skybox done

Issues:

- Had to put the end of level scores on hold, because we first needed to implement level 2 and 3 into the game

Ellie

Tasks

- Mailman rigged, skinned and animated
- Make sure other characters are ready for animation

Progress

- Rigged
- Skinned
- Animated
- Begun Chubby Bully
- Chubby Lady exportable (requires “export all” to do so)

Issues

- Chubby Lady not exporting animation. (needs to be exported using Export All option)

Daniel

Tasks

- Animating Skater Girl
- Animating Business Woman
- Animating Chubby Lady

Progress

- Business Woman and skater eventually finished, but not with other items in their hands

Andrew

Tasks:

- Start Screen
- Map
- Texture rest of pedestrians
- Audio

Progress:

- Gathered and edited audio sound clips
- Clipped background audio from the long song
- Gathered all Audio
- Start screen layed out
- Map in progress
- Dash Icon made

Level 1 COMPLETE TO DO:

- Audio implemented - Given
- Monster final animation set in - Polish
- Dash UI icon - Done
- Mailman animated and implemented for powerup - Done
- SKater girl into the game - Done

- Business woman into the game - Done

Sprint 9 - 22nd August to 9th Sept (week 12-14)

Stefan:

Tasks:

- Pause menu coding
- Import level 2 and 3 into game
- Finish end of level scores
- Implement rest of pedestrians
- Scene loading
- Final game score
- Game over system
- Create Post processing profile
- Improve the dog poo and item destroy system
- Fix startmenu spacebar bug
- Code animations and scene loading for the game map
- Add hints to loading screen
- Create different UI indicator sprites for levels 2 and 3
- Change the life system to carry over to other levels
- Bug fixes

Progress:

- Implemented pause menu
- Imported level 2 and 3 assets into scene
- Finished end of level scores
- Finished overall score and scene
- Implemented a few pedestrians to level 2
- Completed scene loading of every scene in the game
- Game over system completed
- Created post processing profile for camera
- Improved the dog poo and item destroys
- Fixed start menu spacebar problem
- Coded animations for the map scene
- Added hints to the loading screen
- Created UI indicator sprites for levels 2 and 3
- Changed /completed life system
- Various small bug fixes

Issues:

- Restart button wasn't working on the pause menu so we scrapped it from the game. We also scrapped the options button, because of time restraints.
- Dash is buggy in game.

Ellie:

Tasks:

Week 12:

- Chubby Bully Model
- Chubby Bully Rigged (given to Daniel?)
- Rig Teacher
- Animate Teacher

Week 13:

- Animate Bully with and without Books
- Animate Dad with Book and with Donuts
- Animate Mailman with Book and Donuts

Progress:

- Chubby Bully Modelled
- Chubby Bully Rigged (on Google Drive) - Exports
- Teacher started Rig
- Teacher Rigged
- Bully Animated (With and Without Book)
- Dad Animated (with Book and with Donuts) started with walk cycle complete
- MailMan Animated (with Books and with Donuts) started with walk cycle complete

Issues:

- Version of Dad used (exported version) didn't have controls - animated with joints

Daniel:

Tasks:

- Chubby woman

Progress:

- Chubby woman

Issues:

- Finished

Andrew:

Tasks:

- Putting pedestrians into the game
- Finish Up putting in audio
- Finish Map
- Texturing the rest of the pedestrians for other levels

Progress:

- Putting the pedestrian prefabs together and into the game
- Texturing complete
- Map Completed
- Audio Implementing
- Fixed Skater Girl animations with items and made UVs
- Business Woman with paper made

- Putting together bits of the game
- Getting missing pieces

Issues:

- Audio for the garbage truck would be all crackly, so its taken out, didn't really suit the feel for the game anyway
- The item pick up doesn't always work or it works too much

It's Garbage Schedule using Microsoft Excel by levels

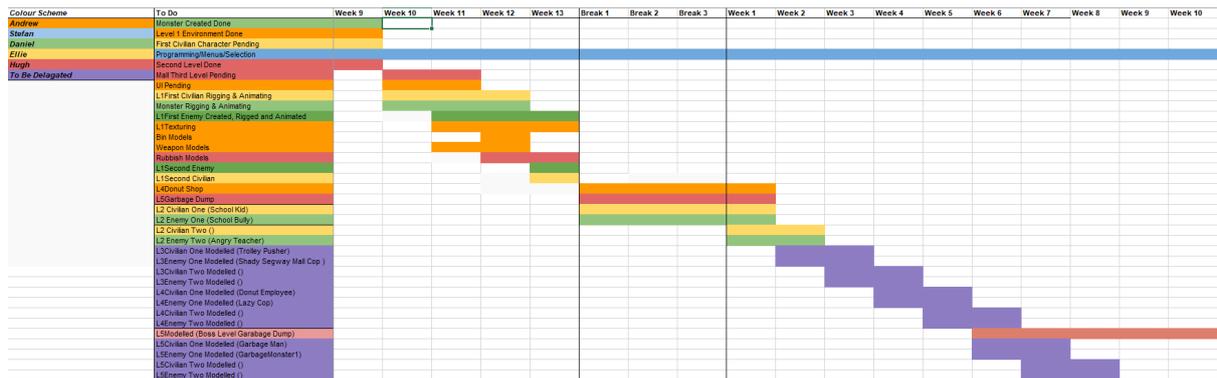
Colour Scheme	Week Start	Task	Who's Job	Due Date	Progress	Comment	Approved by specialist
Andrew	A9	L1 Level 1 Modelled	Andrew	A10	Done	Missed some faces that aren't seen	
Stefan	A12	L1 Lighting	Stefan	A13	In Progress		
Daniel	A10	L1 Textures	Andrew	A13	Done	A few more items could be added	
Ellie	A13	L1 Elderly Man Modelled	Ellie	B1	TBC	UVs not done	
Hugh	A13	L1 Teen Skater Modelled	Daniel	B1	In Progress		
To Be Delegated	A13	L1 Business Woman Modelled	Ellie	B2	TBC	UVs not done	
A = Tri 5	A13	L1 Dad with Pram Modelled	Ellie	B2	TBC	No Pram Modelled - UVs not done	
B = Break	B1	L1 SkyBox	Stefan	B2	TBC		
C = Tri 6	A13	L1 Business Woman Animated	Daniel	B3	In Progress		
	A13	L1 Dad with Pram Animated	Ellie	B3	In Progress		
	A13	L1 Elderly Man Animated	Ellie	B3	In Progress		
	A13	L1 Teen Skater Animated	Daniel	B3	In Progress		

Colour Scheme	Week Start	Task	Who's Job	Due Date	Progress	Comment	Approved by specialist
Andrew	A10	L2 UVs	Hugh	A12	To Review		
Stefan	A10	L2 Set Up	Hugh	A12	TBC		
Daniel	A13	L2 Lighting	Stefan	A13	TBC		
Ellie	A12	L2 Textures	Hugh	A13	TBC		
Hugh	B3	L2 Modelled Chubby Bully	Andrew	C1	TBC		
To Be Delegated	C1	L2 Modelled Female Teacher	Ellie	C1	TBC	Redesign Business Woman	
A = Tri 5	C1	L2 Modelled Skater Kid	Daniel	C1	In Progress	Re Texture skater from L1	
B = Break	C1	L2 Animated Chubby Bully	Ellie	C2	TBC		
C = Tri 6	C1	L2 Animated Female Teacher	Daniel	C2	TBC	Use Business Woman Animations	
	C1	L2 Animated Skater Kid	Ellie	C2	TBC		

Colour Scheme	Week Start	Task	Who's Job	Due Date	Progress	Comment	Approved by specialist
Andrew	A11	L3 Modelled Environment	Hugh	C1	In Progress		
Stefan	C1	L3 Set Up	Hugh	C1	TBC		
Daniel	C2	L2 Lighting	Stefan	C2	TBC		
Ellie	C1	L2 Textures	Hugh	C2	TBC		
Hugh	C2	L3 Modelled Mallcop on a Segway	Andrew	C2	TBC		
To Be Delegated	C3	L3 Modelled Dad pushing Trolley	Daniel	C3	TBC		
A = Tri 5	C3	L3 Modelled Jeans and T-Shirt Guy	Hugh	C3	TBC		
B = Break	C2	L3 Modelled Make Up Shopper	Ellie	C3	TBC	Redesign from teacher	
C = Tri 6	C4	L3 Animated Dad pushing Trolley	Ellie	C4	TBC		
	C4	L3 Animated Jeans and T-Shirt Guy	Daniel	C4	TBC		
	C3	L3 Animated Make Up Shopper	Ellie	C4	TBC		

Colour Scheme	Week Start	Task	Who's Job	Due Date	Progress	Comment	Approved by specialist
Andrew	B3	L4 Lighting	Stefan	B3	TBC		
Stefan	B1	L4 Modelled Environment	Andrew	C1	In Progress		
Daniel	B2	L4 Set Up	Andrew	C1	TBC		
Ellie	B2	L4 Textures	Andrew	C1	TBC		
Hugh	C4	L4 Modelled Cop on a Segway	Andrew	C3	TBC		
To Be Delegated	C4	L4 Modelled Skater	Hugh	C4	TBC		
A = Tri 5	B1	L4 Modelled Chubby Woman	Ellie	C5	TBC		
B = Break	C5	L4 Animated Cop on a Segway	Daniel	C5	TBC		
C = Tri 6	C5	L4 Animated Skater	Daniel	C5	TBC		
	C5	L4 Animated Chubby Woman	Ellie	C6	TBC		

Colour Scheme	Week Start	Task	Who's Job	Due Date	Progress	Comment	Approved by specialist
Andrew	C6	L5 Modelled (Boss Level Garbage Dump)	Hugh	C10	TBC		
Stefan	C10	L5 Lighting	Stefan	C10	TBC		
Daniel	C6	L5 Civilian One Modelled (Garbage Man)	Hugh	C6	TBC		
Ellie	C6	L5 Enemy One Modelled (Garbage Monster1)	Andrew	C6	TBC		
Hugh	C7	L5 Civilian Two Modelled ()	Hugh	C7	TBC		
To Be Delegated	C7	L5 Enemy Two Modelled ()	Andrew	C7	TBC		
A = Tri 5	C7	L5 Civilian One Animated ()	Ellie	C8	TBC		
B = Break	C7	L5 Enemy One Animated ()	Daniel	C8	TBC		
C = Tri 6	C8	L5 Civilian Two Animated ()	Ellie	C8	TBC		
	C8	L5 Enemy Two Animated ()	Daniel	C8	TBC		
	C8	L5 Set Up	Hugh	C9	TBC		
	C8	L5 Garbage Monster Boss	Hugh	C9	TBC		
	C8	L5 Texture	Hugh	C9	TBC		



It's Garbage Post Mortem Report

GAM402 ASSESSMENT 4

ANDREW HUDSON 211844 GAME DESIGN

ASSESSMENT 4 GAM402

Post-mortem Report

Introduction

It's Garbage is a collaboration project created by two game designers and two animators. This is a side-scroller, hack and slash style game with the goal of gathering resources and not letting any get away. The player controls a monster from another planet that requires more fuel to get their ship back up and running. So, to get the fuel, they must take it away from humans, but also has their own enemies on earth, as pesky dogs will interfere with the process.

Stage 1 – Pre-Production

At the start of production, we had a larger scope of what we could achieve. We thought we could make 5 levels, with the last level being a boss level, multiple playable characters with a range of bins and weapons to pick from and unlock through progression. The aim was to create a fun game to play on mobile that has simple mechanics but is still a challenge.

We also had a team of 5 at this time and getting to this initial idea, took longer than expected. This left us with less time last trimester to solve the initial prototype problems and cement a solid pipeline for workflow. Once we chose this idea to go with, then we started fleshing out the different ideas and assigning people their main roles within the game.

Stage 2 – Prototype

To start off with the prototype was running smoothly, with a base level set in place and the assets being created. The base code had been created for the initial mechanics of the game with the simple movement and spawning of enemies that either hurt or gather resources from. This stage was rather simple just testing out the base game with a basic character and cubes



Figure 1, Prototype, Screenshot

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Stage 3 – Early Development

At the end of the first semester of work, we had not heard from a team member for awhile and that led into the start of the trimester. This became an issue as we had allocated work to that member, but they did not let us know their situation and that they were going to end up leaving the project. This created an issue for the scope of the project leading to more work being put onto the team members left on the project and reducing the amount we could make in this time.

This was the stage when we first shrunk the scope of the project, where we decided that having multiple monsters would be too much work for animation and settled on one monster. Due to have one less team member, we had to reduce the project

Small playtesting occurred but it was difficult to judge whether it was actually worth doing at this stage of development as the pedestrians were colours to be right or wrong and part of the game is seeing the different object being held by the people, so the play testing at this stage didn't really tell us much except the controls were clunky and needed to be cleaned up.

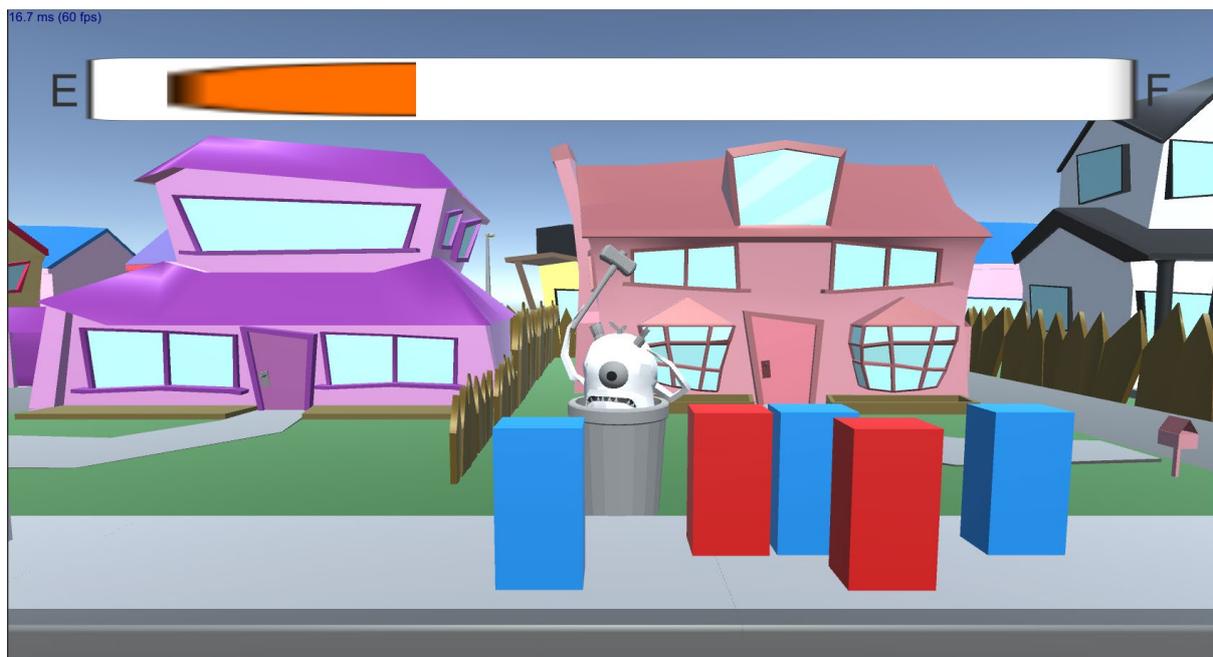


Figure 2, Early Production, Screenshot

Stage 4 – Mid Development

The scheduling situation had to be sorted as half of the team didn't follow the schedule and did as they pleased. So, I decided to change it from an ugly excel sheet to a more readable and changeable sprint report system. I found that delegating tasks each couple of weeks worked a bit better than the spreadsheet. Although, it didn't change how fast and the amount of effort put in to creating parts for the game.

Everyone had slumps in this project, I personally came into one when I was moving and after I moved houses during this period, that slowed myself down and I probably stopped checking up on everyone's individual progress too little during this period. I could have pushed everyone more and myself included to have created more and checked more, but that is all hindsight now.

The culling of depth to the game continued as we cut levels, pedestrians and other aspects of the game. There were so many issues with exporting the animations and having to redo animations,

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texturing, modelling that it hindered the project, but we will all have learnt a lesson from this when it comes to animating, which is test everything first. With files the wrong files being animated to not testing if the animation file worked properly in unity, it was quite the mess and meant that less could be done for the project in the time.

This was the most time-consuming phase as creating all the assets for each level just generally takes time. Also, with the style choice we went for having the outlines on everything, created the issue for consistency with the UV maps and different outlines. Then texturing these buildings and pedestrians also took longer, with models for some changing meaning the UV changes so work had to be re done for this project and making sure the style was consistent throughout the process.

At times, the workload disparity felt rather large, with no animations being produced with all the different mistakes and taking along time to learn from those mistakes, whilst I was working on everything for the environments. Also, implementing the assets into the game was slower than I would have liked during this phase as everything I had worked on was waiting to be put into the game, but everything else wasn't ready for it.

This stage had the most playtesting so see if people understood how the game worked with the controls and concept. It took people awhile to grasp the concept to begin with as they would just keep hitting everyone and not notice the difference. Also, had to implement away to describe the controls to them. We went with icons at the beginning of the level to show the controls and for the concept, we added UI elements with hit icons, getting away sprites which helped. Once the sound effects were implemented, this also helped the player grasp the concept of what was right and wrong to hit in the game.

Overall, this stage of development was tough with the workload and issues that popped up that were eventually resolved, but the culling of ideas and levels was quite unfortunate.



Figure 3, Mid Development, Screenshot

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Stage 5 – Final Outcome

The outcome is three levels the player progresses through gathering garbage and then is assigned a score at the end of each level determined by hits and misses, which is then totalled at the end for a final score. All pedestrians planned for these levels, eventually made their way in with the last one finished on the day we wanted to get the build finalized.

The functionality of the game works with the scoring and lives progression system. The hits feel good and the sound effect in this game may not all be the same type to suit the game but help establish some of the feel. The addition of the hit sprites was also a nice touch and gives the game a real toon feeling that it is meant to have.

The outcome was different than what started out, with less features being implemented with weapons, bins and levels. But we also added more during the project like the dog being implemented as an obstacle to keep the player on their toes, the mailman with the powerup was an idea gathered from playtesting and the sprites for hitting the player came in at the end of the project with a good feel.

The main issue with the game still is the dash. We tried to make it feel better, but it just doesn't feel right, and I believe that the whole dash script and movement would have to be changed in order to fix it. I've been thinking that this issue might also have popped up with the choice of controls, as the player will accidentally dash whilst they are just trying to move normally.

Overall, the game works and can be played through three levels with different enemies. We have a progression system with lives and scoring that seems to be bug free and progresses through the maps carrying over the score. There have been some unfortunate change sin reducing the size of the project, but there have also been positives with the different change added to change the feel of the game. The only real issue left in the game, is the dash that would need to be completely re done with controls, coding and possibly animation too.



Figure 4, First Level, Screenshot

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Final Thoughts

We had a rather large scope to begin with and didn't get near the initial scope due to the readjustments throughout the project. I feel as the greatest strength of this project is the toon style, I believe we have accomplished with the base colour palettes and outlines for the environment. Although they could still be improved had I not rushed through the textures due to the amount that still needed to be completed else where on the project. The project production went a lot slower than expected with the issues that arose, with a team member leaving and people not testing out their work before it gets exported. The coding ended up almost fully working, but the only aspect we could not figure out is how to make that dash for the player to work properly and it a bit of a let down in that regard.

This game still has plenty more potential than what was produced with the possibility of different levels that were already planned out and some of the assets were also created. Different weapons that were made, but only one was every used. Having more wacky animations for the toon style that didn't get tested out too much. A unlock progression system with bins that had different power ups and getting some code fixed up for a smoother dash.

Overall, this project was fun to work on in a team environment when creating ideas and thinking of all the different ways we could take this game. The making of this game was rougher than expected with the issues that occurred but, in the end, this is a game that feels fun to play and will be show in my portfolio as a game I have worked on.

References:

Figure 1: Andrew Hudson, 2018, Prototype View, Screenshot, It's Garbage, 08/09/2018.

Figure 1: Andrew Hudson, 2018, Early Production, Screenshot, It's Garbage, 08/09/2018.

Figure 1: Andrew Hudson, 2018, Mid Development, Screenshot, It's Garbage, 08/09/2018.

Figure 1: Andrew Hudson, 2018, First Level, Screenshot, It's Garbage, 08/09/2018.

It's Garbage Video: <https://youtu.be/5mderpc-lQM>