

Game Design, Prototyping, & Production

53-471 / 53-671 | Spring 2017 | M-W-F 10:30-12:20 | Hunt Library Studio A



Assignment Structure

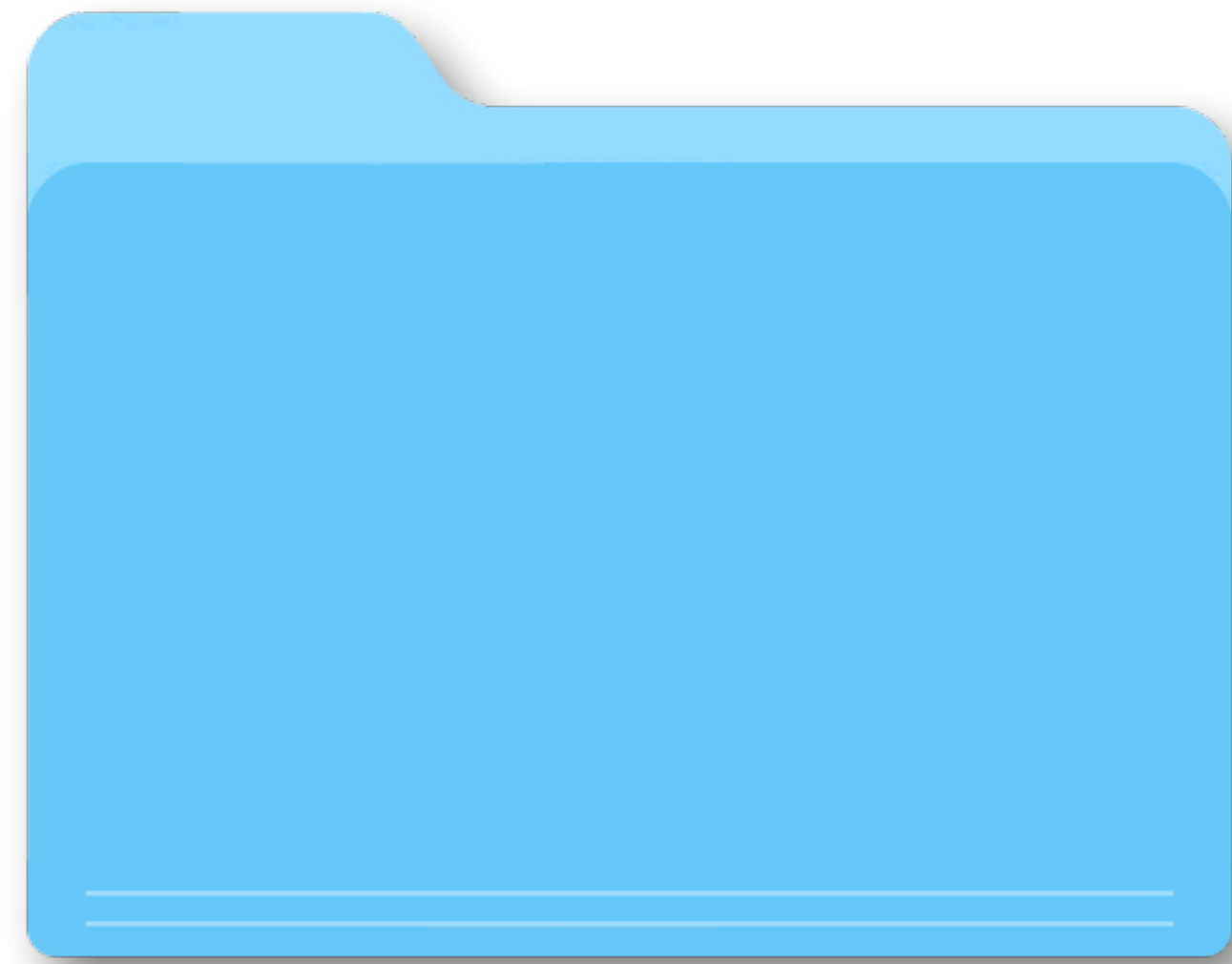
This Week



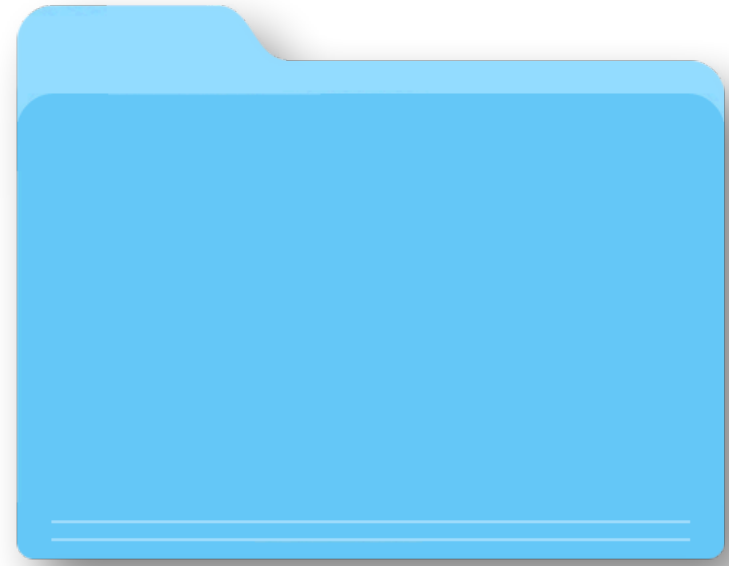
TEAM SUDOKU ASSIGNMENT

Due by 11:59pm

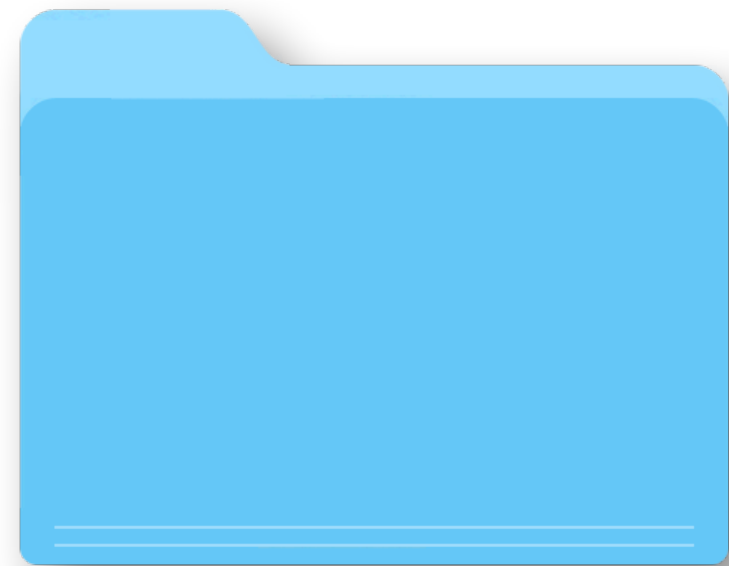




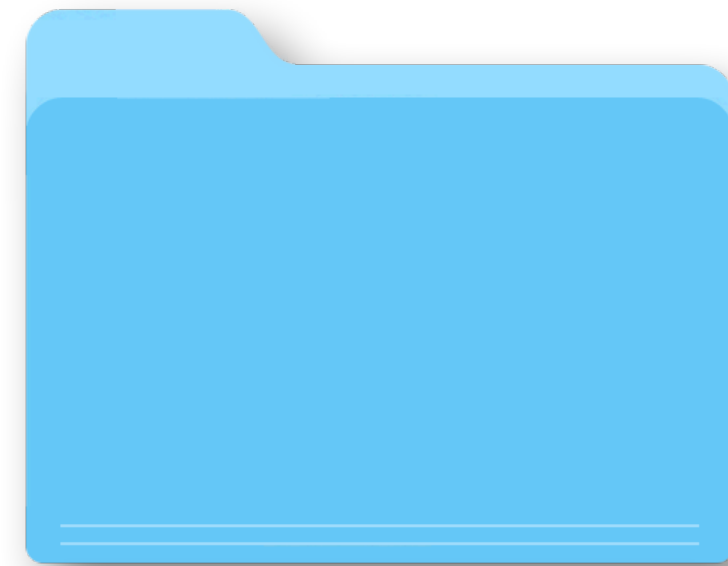
Team Dubious Hamster



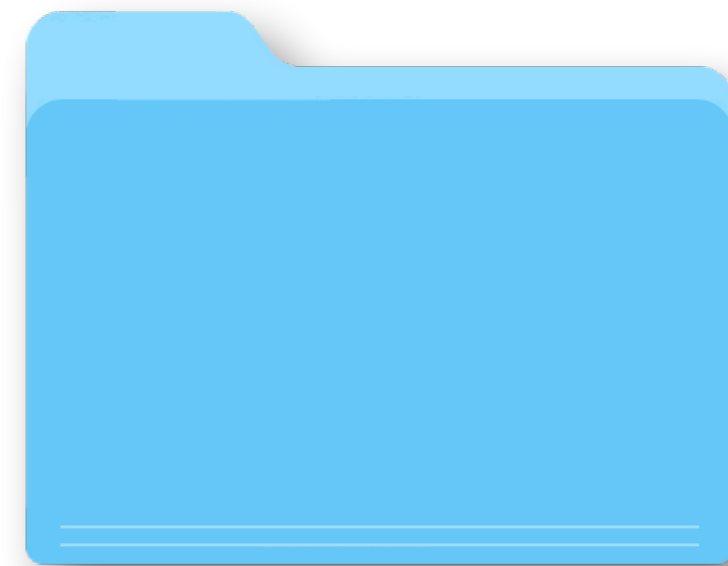
Team Dubious Hamster



Sudoku Assignment



Interim (due 2/9)



Final (due 2/16)

File Structure



Compiled

- Game Executable
- Assets Folder
- README
 - Release Notes
 - Run Directions
 - Attributions



Documents

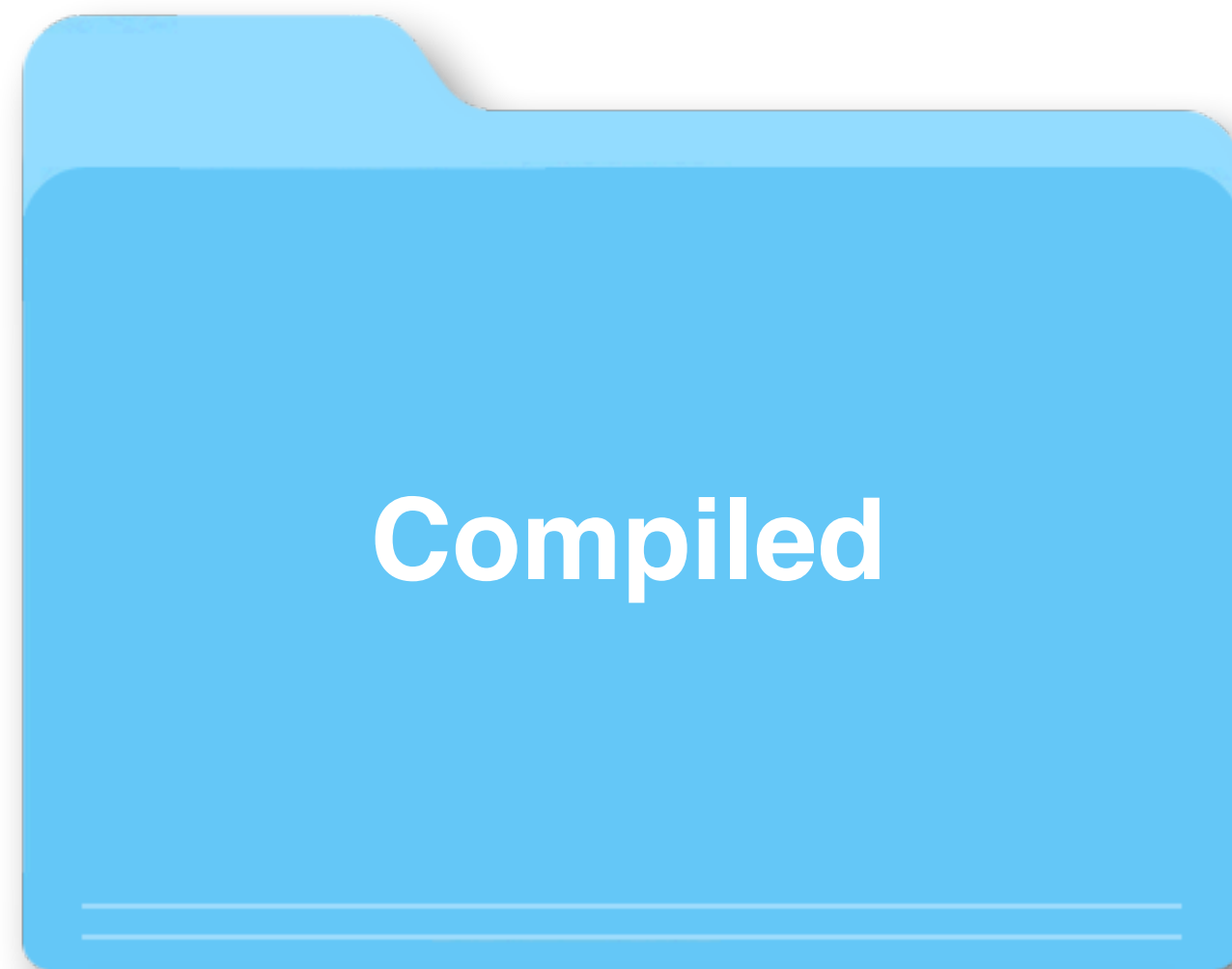
- Presentation
- Special Directions
- Attributions
- OPTIONAL:
 - Design Docs
 - Concept Art
 - Playtest Notes



Source

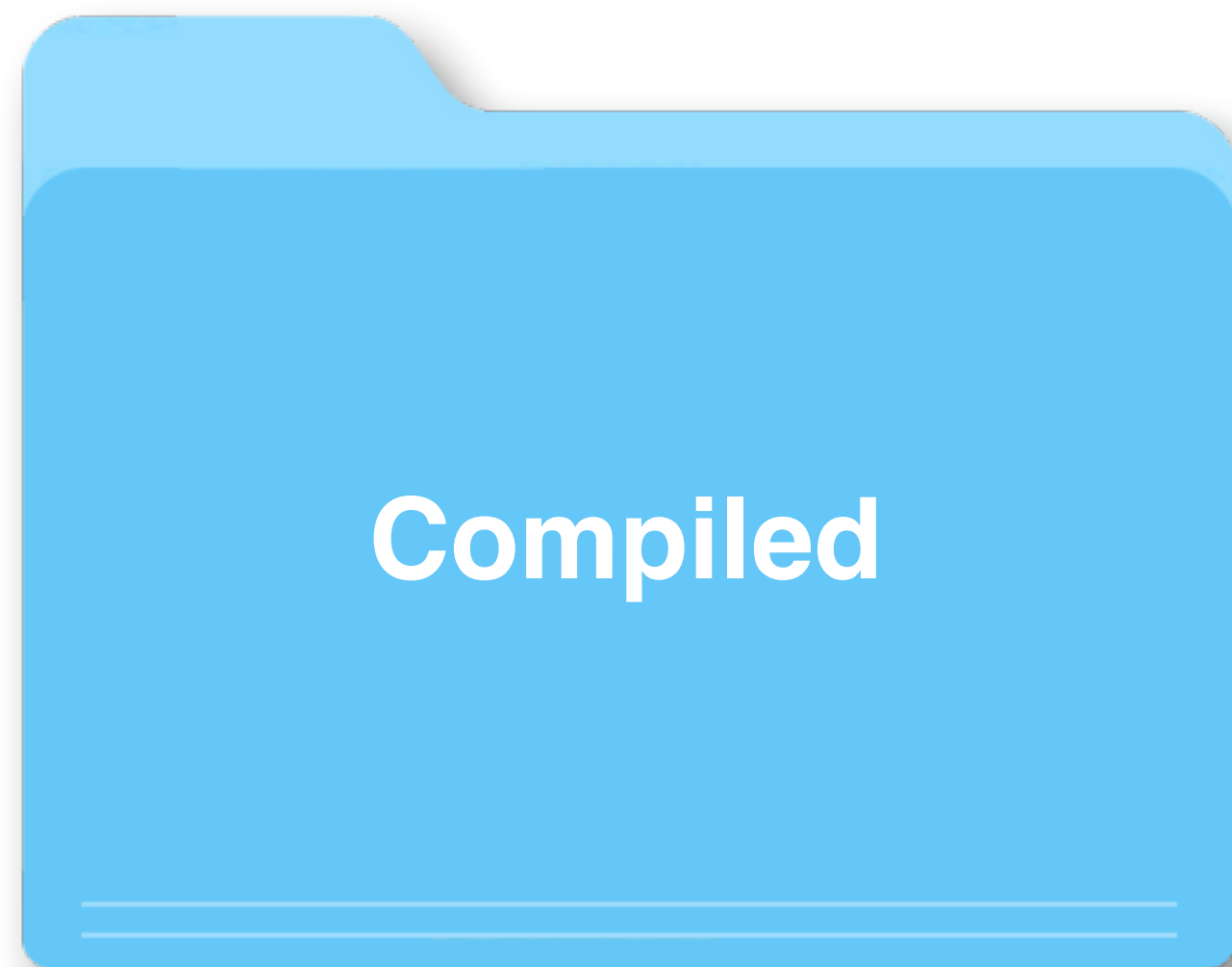
- Source Code
- Final Assets only

[Final Submissions Only]



Game Executable

- Compiled / Built playable version of your game
- Windows PC compatible (.exe)
- Assets folder (“Data”)



README

- Short summary document
- Project description
- How to play / Run Directions
- Release Notes
- Credits & Attributions

README

"Reboot: A Love Story" is a game developed by Pinky Swear Games, based on Sudoku.

RUN DIRECTIONS

Mac: Run the provided .app file

Windows: Run the provided .exe file, with the data folder in the same folder.

RELEASE NOTES

Version 1, Preliminary Build:

1. Contained code for checking a standard sudoku board and the logic thereof
2. Contained concept art and placeholder for the final ideas and art renderings
3. Game concept based around the six sides of a cube, with each face being a different level and the player traveling through them, akin to a travel lost in time or space.
 - a. Visual effect where each level is on the face of a cube, which would rotate through the levels as they are completed.
 - b. Cube plays no mechanistic role in the game
4. AI Character would drive story and be an antagonist for the actions of the player.
 - a. AI at first helpful, then turns to trying to "reboot" the player
5. Rough game mechanics:
 - a. First level, "Space", would have asteroids that remove puzzle clues from the board. These would occur at intermittent times and gradually make the game more challenging for the player.

ATTRIBUTIONS

Game made possible by additional materials from these sources:

Audio

Betty audio generated using: <http://www.fromtexttospeech.com>

Menu

Code for the EKG trace adapted from Mike Austin on the Unity Forums.

Level 1 - "SUPER EGO"

Music from "Vast Outer Space" project package on the Unity Asset Store.
Asteroid meshes also from the "Vast Outer Space" package.

LEVEL 2 - "EGO"

"Telenovela/Soap Opera Drama" Video Background

Source Video:

Harrington, Chris, dir. How Awful About Allen. Aaron Spelling Productions, 1970. Film

LEVEL 3 - "ID"

"Cartoon Hell" Video Background

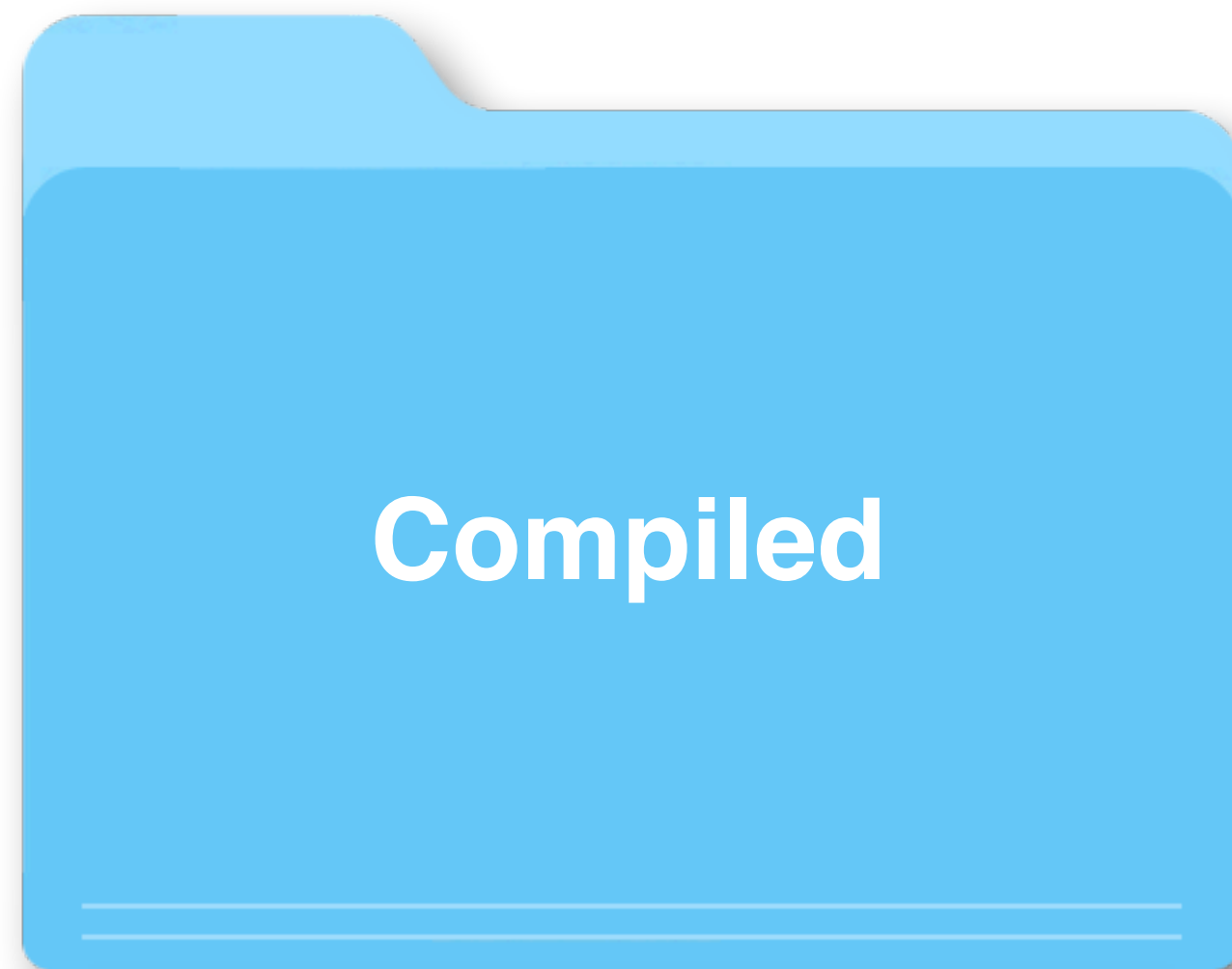
Source Videos:

Fleischer, Dave, dir. Snow White. Paramount Pictures, 1933. Film

Hubley, John, dir. The Sailor and the Seagull. United Productions of America, 1949. Film

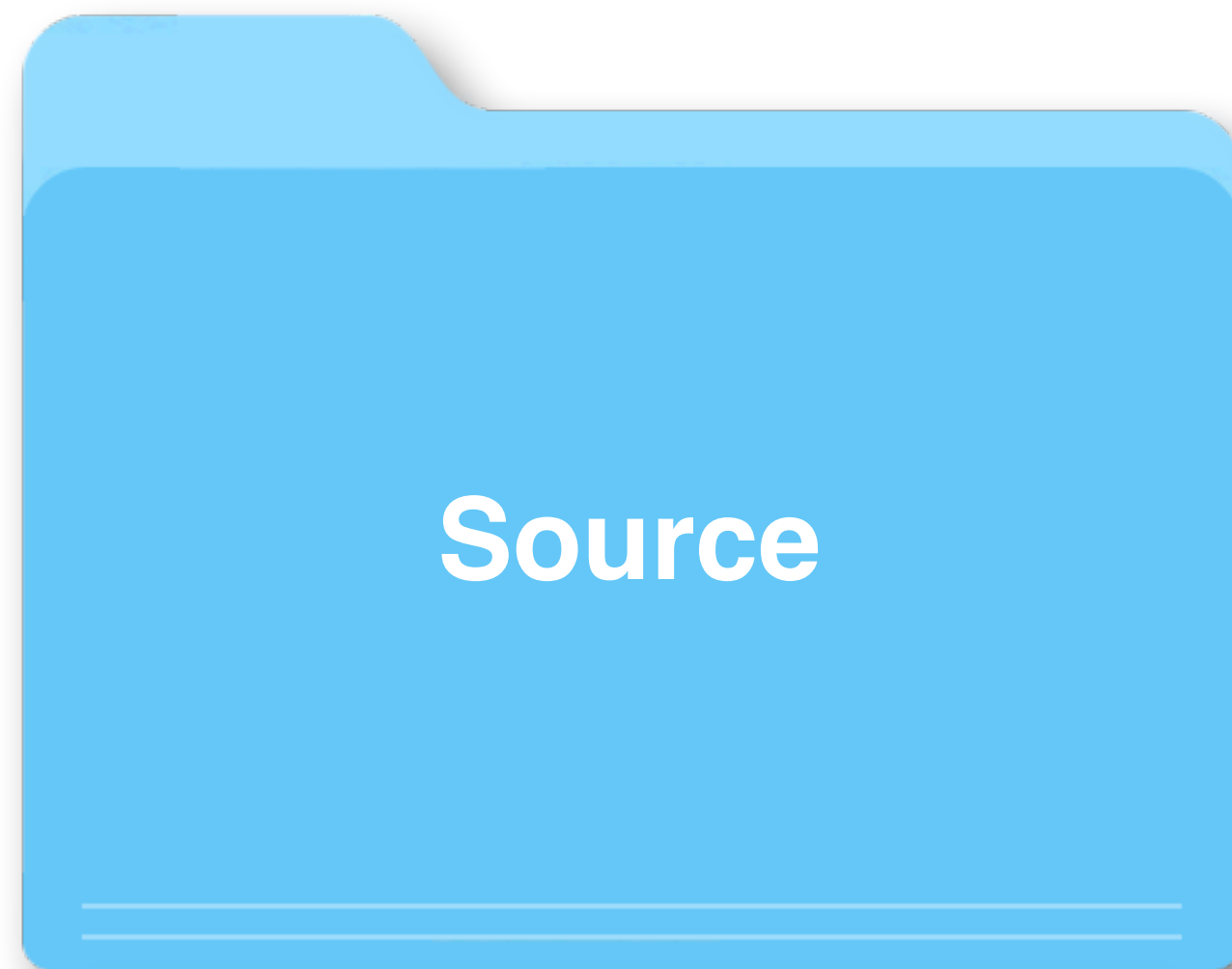
Music

Made with the additional help of Josh Harris



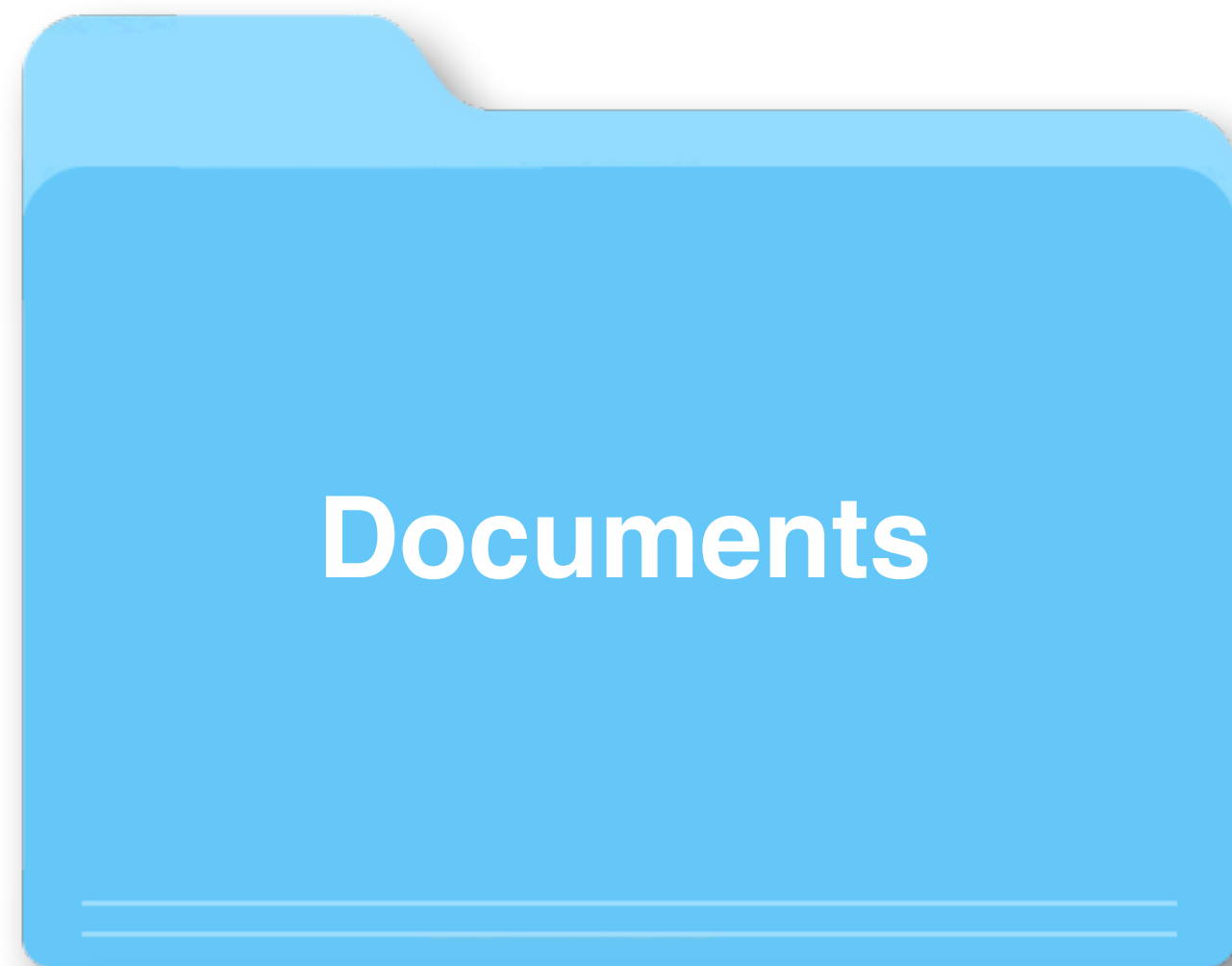
README

- SUMMARY
- RUN DIRECTIONS
- RELEASE NOTES
- ATTRIBUTIONS



Source Folder (Final Version Only)

- Unity Project File
- Assets Folder (including scenes, code, and final artwork)
- Final Art/Sound assets only please, unless relevant



Documents Folder

- Presentation
- Special Directions (if any)
- OPTIONAL:
 - Design Docs
 - Concept Art
 - Playtest Notes

By Tomorrow @ 11:59

- Compiled Code (zipped)
- README
- Documents

For Friday

- Present Concept / Design
- Demo Progress
- Feedback