

DUCK LAKE

PRESS START

OUR TEAM



BECCY

Background
Artist



DAN

UI and Item
Artist



TYNAN

Game
Developer



SHARMAINE

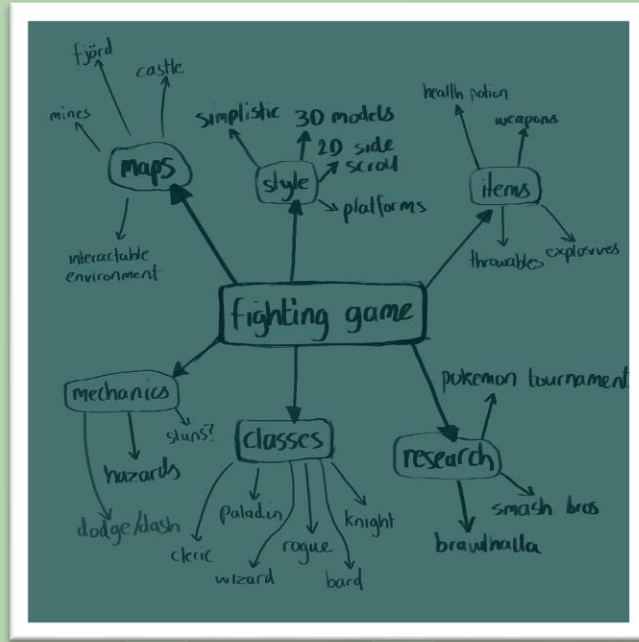
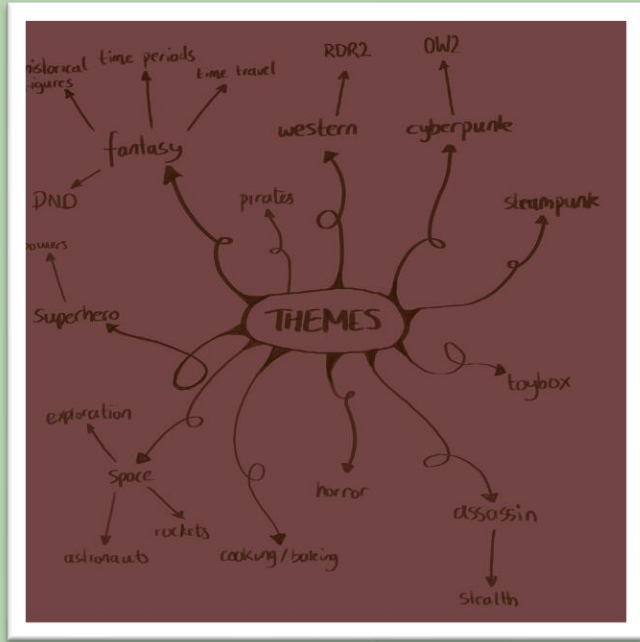
Character
Artist



TRACY

Sound
Designer

IDEAS AND INFLUENCES



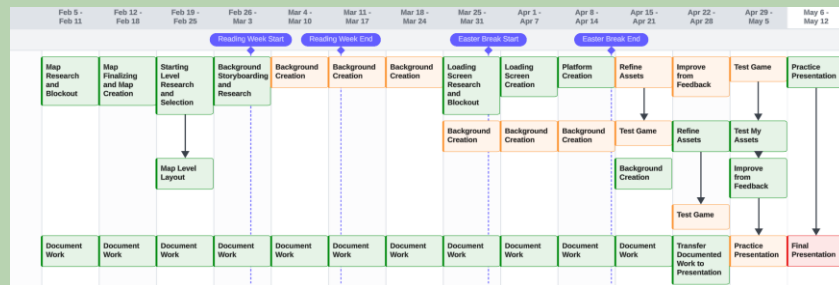
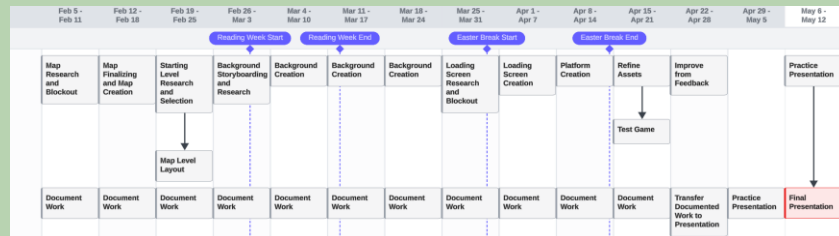
- Fantasy was the theme we liked most.
- DND inspiration.
- 2D, side scroller fighter
- Tasks were assigned.



PROJECT PLANNING

Asset List

TASK	ASSIGNED	STATUS	START DATE	DUE DATE	% COMPLETE	NOTES
Character 1 - Idle Animation	Sharmaine	Complete	3/21/2024	5/1/2024	100%	
Character 1 - Run Animation	Sharmaine	Complete	3/21/2024	5/1/2024	100%	
Character 1 - Jump Animation	Sharmaine	Complete	3/21/2024	5/1/2024	100%	
Character 1 - Crouch Animation	Sharmaine	Complete	3/22/2024	5/1/2024	100%	
Character 1 - Dash Animation	Sharmaine	Complete	3/23/2024	5/1/2024	100%	
Character 1 - Throw Item Animation	Sharmaine	Complete	3/23/2024	5/1/2024	100%	
Character 1 - Take Damage Animation	Sharmaine	Complete	3/27/2024	5/1/2024	100%	
Character 1 - Death Animation	Sharmaine	Complete	3/30/2024	5/1/2024	100%	
Character 1 - Projectile Attack Animation	Sharmaine	Complete	3/30/2024	5/1/2024	100%	
Character 1 - Light Attack Animation	Sharmaine	Complete	3/30/2024	5/1/2024	100%	
Character 1 - Heavy Attack Animation	Sharmaine	Complete	4/15/2024	5/1/2024	100%	
Character 1 - Signature Move Animation	Sharmaine	Complete	4/28/2024	5/1/2024	100%	
Character 1 - Design	Sharmaine	Complete	2/10/2024	5/1/2024	100%	
Character 2 - Design	Sharmaine	Complete	3/22/2024	5/1/2024	100%	
UI (Healthbars etc) design	Dan	Complete	3/1/2024	5/1/2024	100%	
Menu UI's (Map and Level Selection) design	Dan	In Progress	3/1/2024	5/1/2024	0%	
Usable Items	Dan	In Progress	3/1/2024	5/1/2024	100%	
Usable Items Animations	Dan	Complete	3/1/2024	5/1/2024	100%	
Logo	Dan	Complete	3/1/2024	5/1/2024	100%	
Title Screen	Dan	In Progress	3/1/2024	5/1/2024	50%	0
Background	Becy	Complete	3/1/2024	5/1/2024	100%	
Background Animations	Becy	Complete	3/1/2024	5/1/2024	100%	
Platforms	Becy	Complete	3/1/2024	5/1/2024	100%	
Loading Screen	Becy	Complete	3/1/2024	5/1/2024	100%	
Map	Becy	Complete	3/1/2024	5/1/2024	100%	
Level Layout	Becy	Complete	3/1/2024	5/1/2024	100%	
Background Music	Tracy	Complete	3/1/2024	5/1/2024	100%	
Background Sound Effects	Tracy	Complete	3/1/2024	5/1/2024	100%	
Character Sound Effects	Tracy	Complete	3/1/2024	5/1/2024	100%	
Damage and health system	Tyran	Complete	3/1/2024	5/1/2024	100%	
Character attack/body hitbox	Tyran	Complete	3/1/2024	5/1/2024	100%	
Other gameplay features	Tyran	Complete	3/1/2024	5/1/2024	50%	0
UI development (Healthbars etc)	Tyran	Complete	3/1/2024	5/1/2024	100%	
Menu UI's development (Map, character selection and Level Selection)	Tyran	In Progress	3/1/2024	5/1/2024	75%	0
Unreal Engine 2D Fighter Creation	Tyran	In Progress	3/1/2024	5/1/2024	75%	0
Asset Implementation	Tyran	In Progress	3/1/2024	5/1/2024	25%	0
Coding/Blueprints	Tyran	In Progress	3/1/2024	5/1/2024	75%	0
Game Testing	All	Deferred	5/1/2024	5/3/2024	25%	0
Game Feedback Response	All	In Progress	5/1/2024	5/3/2024	25%	0
Game Presentation	All	Complete	5/1/2024	5/8/2024	100%	





TYNAN

Game Development

Required

Paper ZD

☒



PaperZD
Animation Graph and Notify Support for 2D Development

Version 2.0.6
Critical Failure Studio

Multi-user editing

☒



Multi-User Editing Beta
Allow collaborative **multi**-users sessions in the Editor

Version 0.2
Epic Games, Inc. 

Unreal 5 version 5.3



Credits(for borrowed assets)

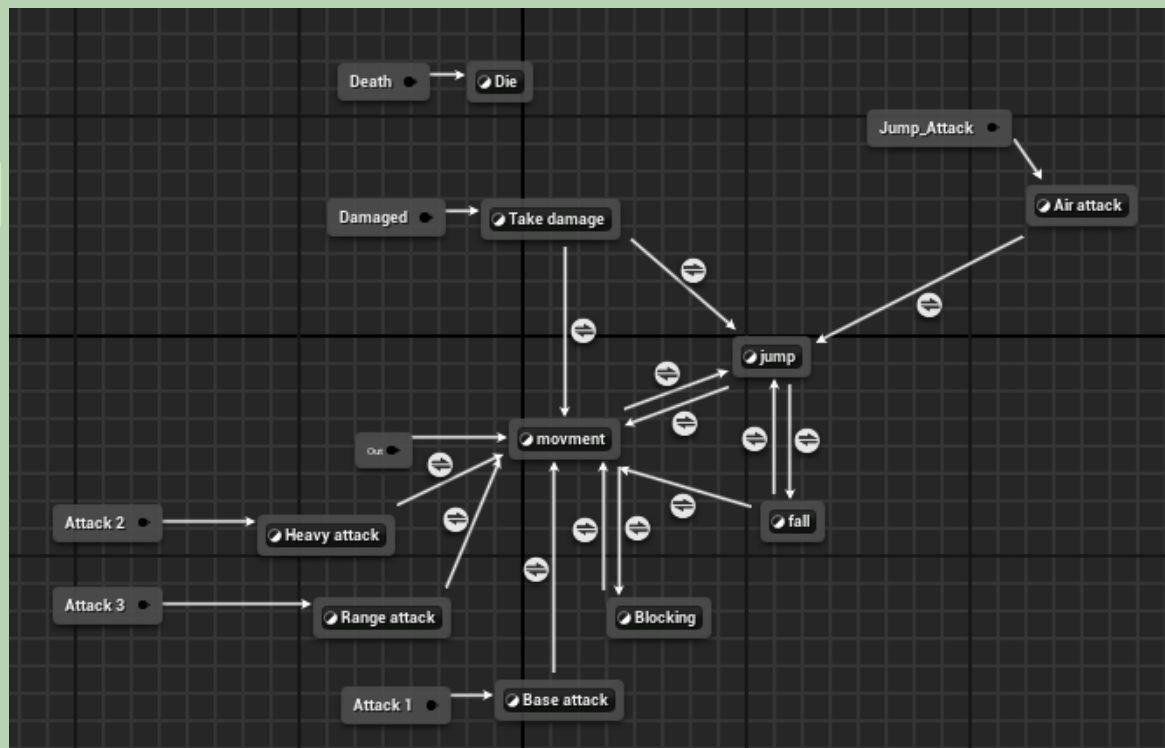


<https://luizmelo.itch.io/fantasy-warrior>

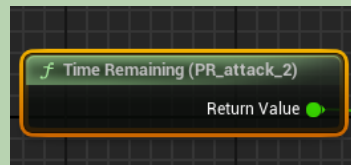
The base game was built around these assets though nun still remain in the game



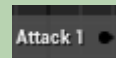
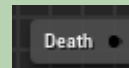
Character animation states



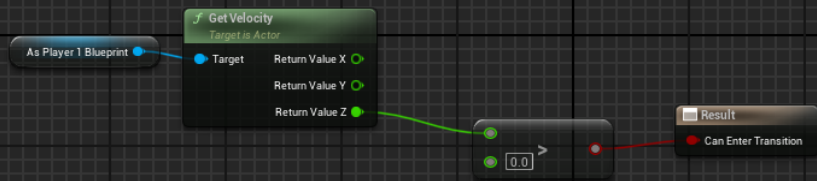
Attacks:



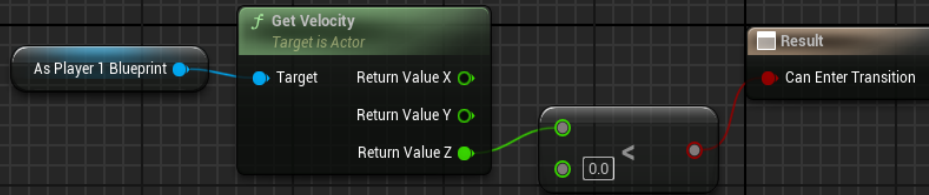
Jump nodes:



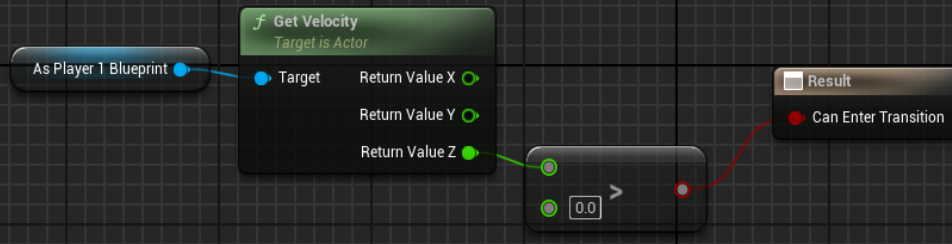
Character animation states transfers



Movement to Jump



Jump to Fall



Character animation source

Animation sources are very simple it is where you store the Flipbooks you create that you intend to add to the character. They are called in the animation states, which then plays the animation.

Name	Type	Path	Disk S	Has V	Categ
Attack	Anin	/All/	2.83	False	Defa
Attack	Anin	/All/	2.84	False	Defa
Attack	Anin	/All/	2.85	False	Defa
death_	Anin	/All/	2.46	False	Defa
Fall_Fi	Anin	/All/	2.45	False	Defa
Hit_fi	Anin	/All/	2.45	False	Defa
Idle_Fi	Anin	/All/	2.45	False	Defa
Jump_	Anin	/All/	2.45	False	Defa
Prince	Anin	/All/	2.81	False	Defa
prince	Anin	/All/	2.46	False	Defa
Run_Fi	Anin	/All/	2.45	False	Defa

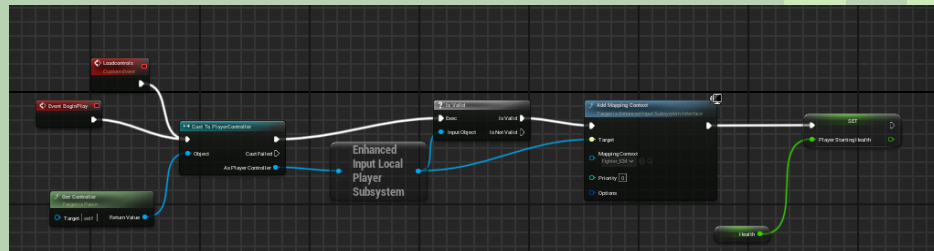


Character Blueprint classes

Player 1 blueprint;

What happens in this class:

Set up of movement system but implementing fighter ICM for all of player 1s movement and some of player 2s

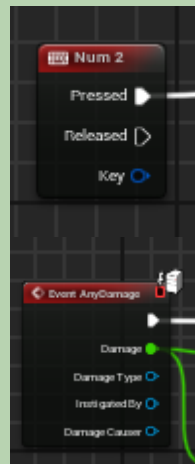
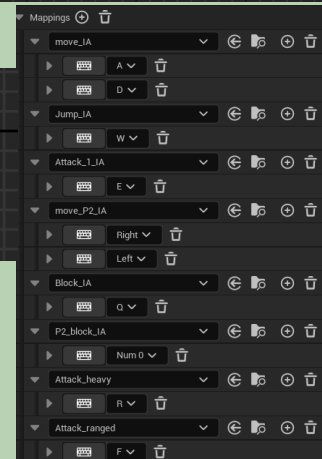


Creation of player 2 movement system within the same class, this is done using input triggers



The damage system and block system for both players

It also change the color of the second player slightly so that you can tell them apart.



Character Blueprint classes

Player 2 controls

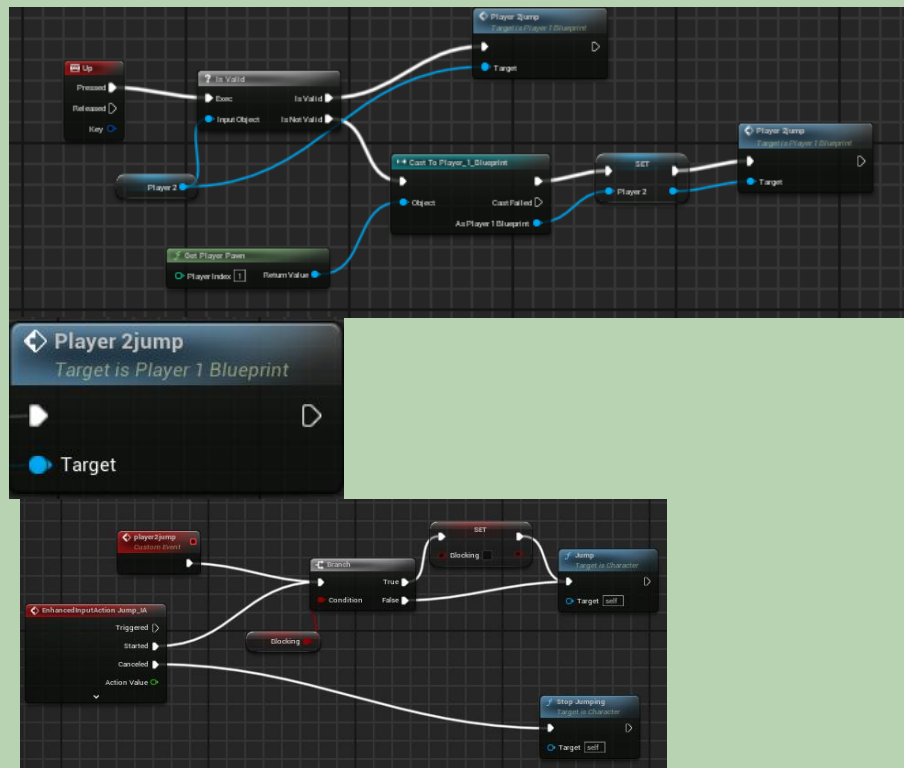
How is player 2s controls work in the player 1 blueprint

- Input trigger that activate custom events that are connected to player 1 movement system
- All of the movement are designed the same its just where the custom event is connected

Why do it like this over creating a second blueprint.

Efficiency, it requires less blueprints

Easier to scale



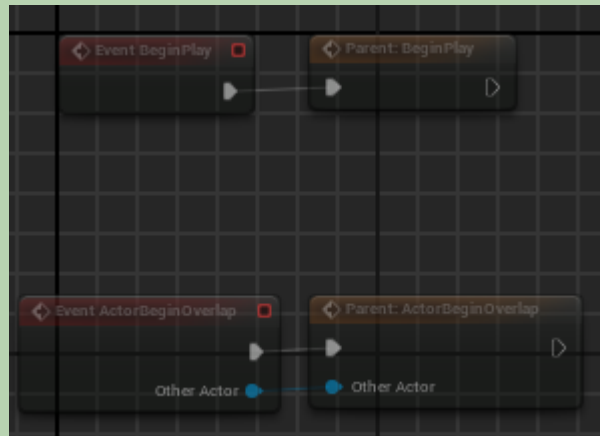
Character Blueprint classes

Princess_BP

This is a child class of the
Player_1_blueprint class.

This means that it inherits all of
the functions and systems.

It can change editable values
like the starting health and the
base damage



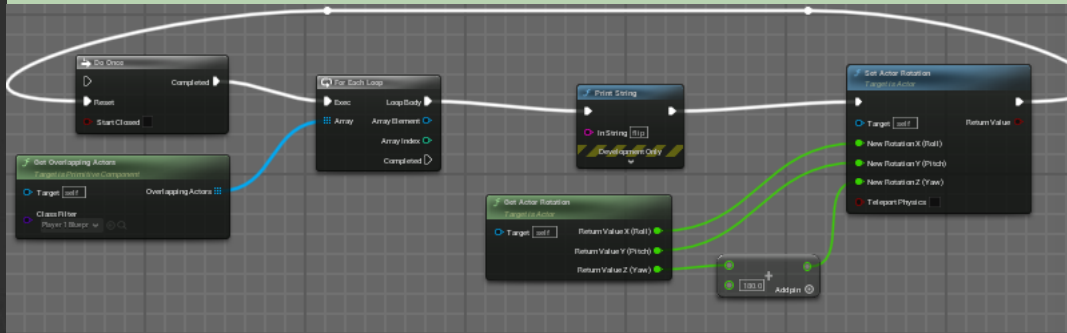
Isplayer 2?	☐
Base Damage	10.0
Is Attacking	☐
Health	150.0



Flip control

Version 1

- What did it do:
- Flips players to face each other
- How did it achieve that
- Using collision boxes that when triggered rotated the players
- Problems/ why did it change bug/crashes



Flip control

Version 2

- How does it function

It checks the location of both of the characters every 0.5 seconds, then rotates them if needed.

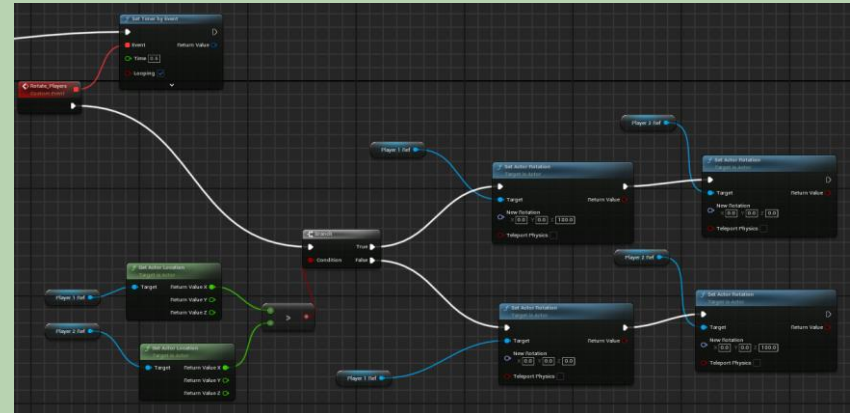
- How does it differ

It runs constantly rather than only on collision
It works inside of the map blueprint rather than in the player.

- Advantages over the old version

Prevents infinite looping glitch that crashed the game.

And the bug that made them randomly turn the wrong way.

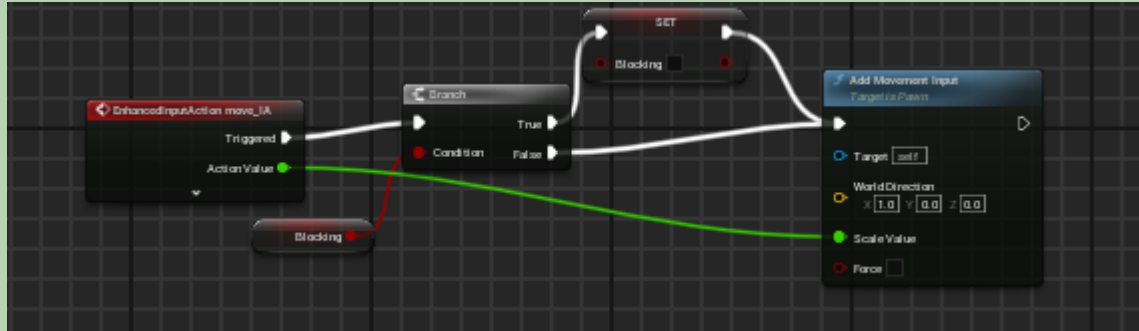


Movement system

The entire movements section of the first player uses enhanced input actions events from the Fighter ICM, which then trigger events, for example movement when triggers which for player 1 when A or D is pressed moves them 1 X value to the left but the D has a negate Traits so it moves 1 to the right instead

The jump works the same but unreal has a jump function already imbedded so instead of adding one to the Y value I simple use that instead .

The player 2 moment system using individual input trigger rather that the ICM, and them attaches custom events that are attacked to player 1s movement system so that when the input is triggered it move makes player to move.

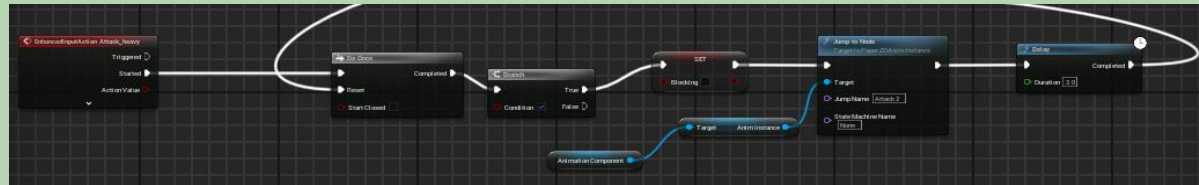
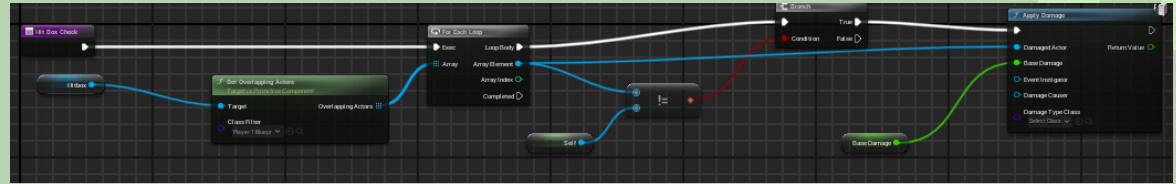


Attack, blocking and damage system

attack system

- How does it work

It uses hit box checks
functions for each of the
different attacks that it
It then calls the damage
function to calculate damage
done if anyone was in the hit
box



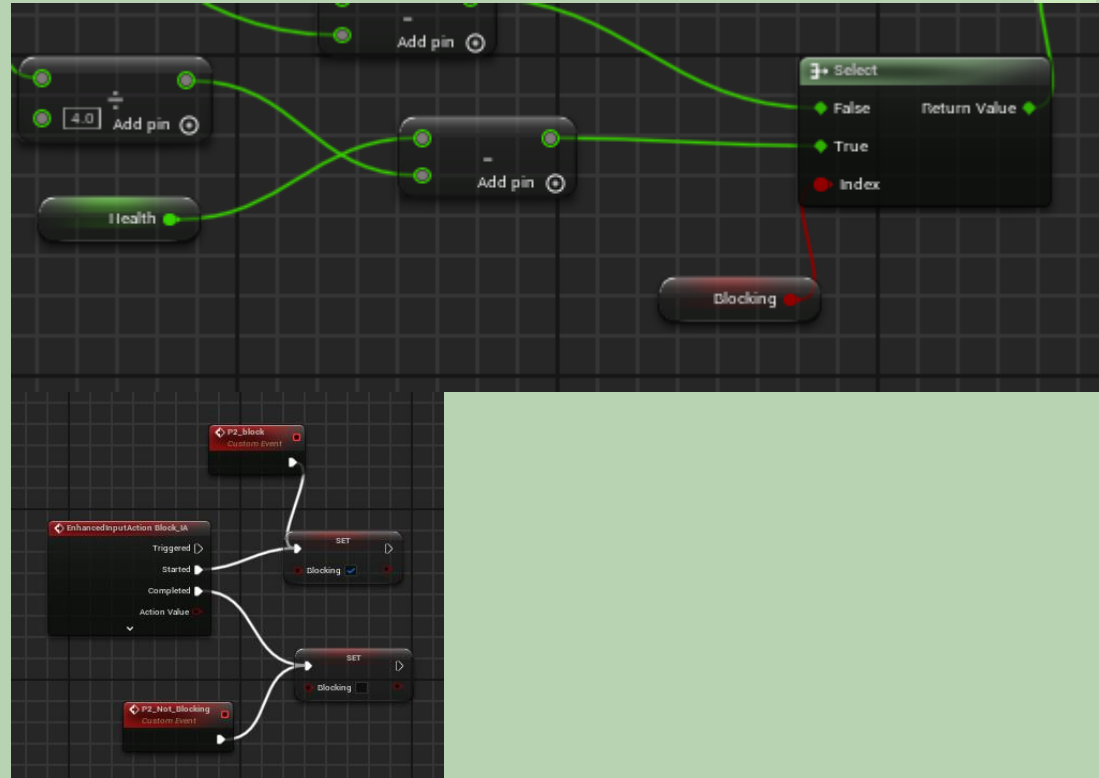
Attack, blocking and damage system

Blocking system

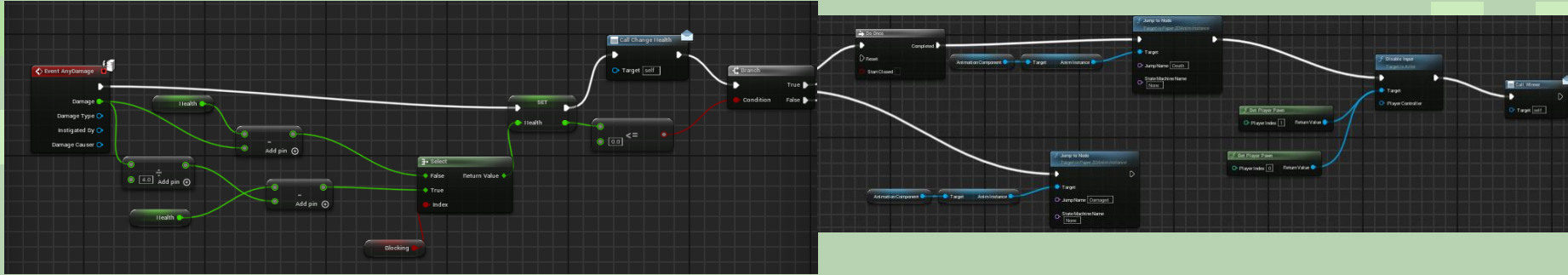
- How does it work

It reduces the amount of damage you take when attacked .

It uses a variable that when active makes it so that damage is reduced by 4 times



Attack, blocking and damage system



damage system

- How does it work

It calculates damage using the base damage that is sent

Then if health is 0 it plays the death animation

And if their not it plays the damaged animation



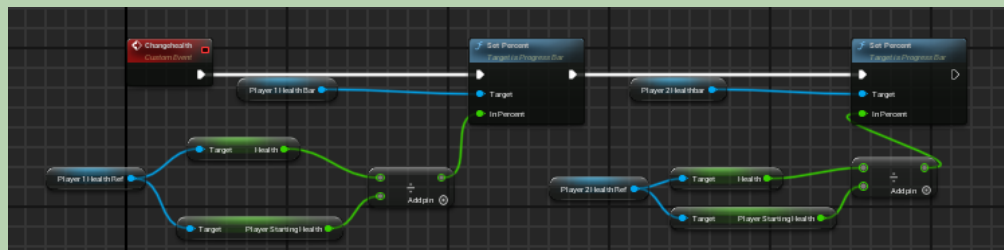
Health bar UI

Buttons



The buttons have an event when they are clicked that moves them to a different level.

Health bar



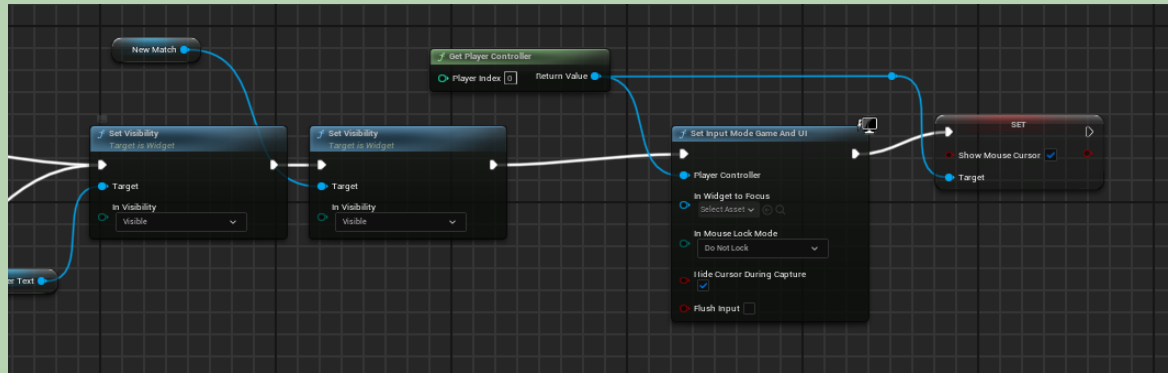
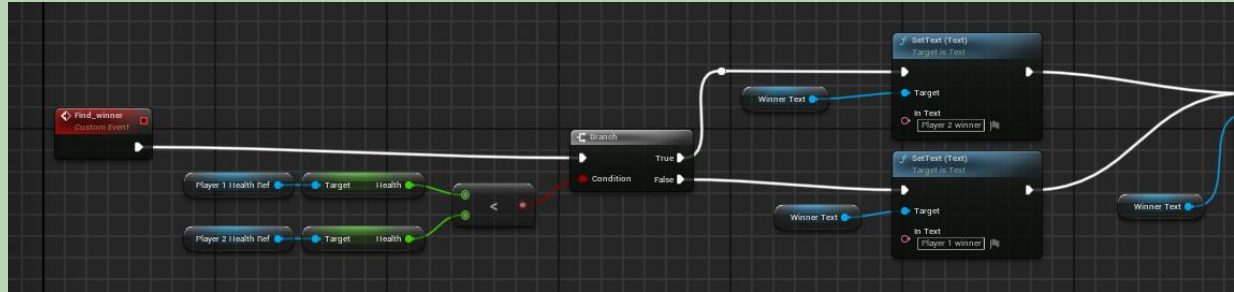
The health bar uses a percentage to Control how much of it is filled showing red underneath so as the health goes done the green goes and the red fills in



Health bar UI

winner

The find winner event is called when one player hits 0 health, I then checks which player has less health then changes the winner teach to player 1 or 2 wins depending on who won, then making it valuable along with the buttons so that you can play again or go back to the main menu

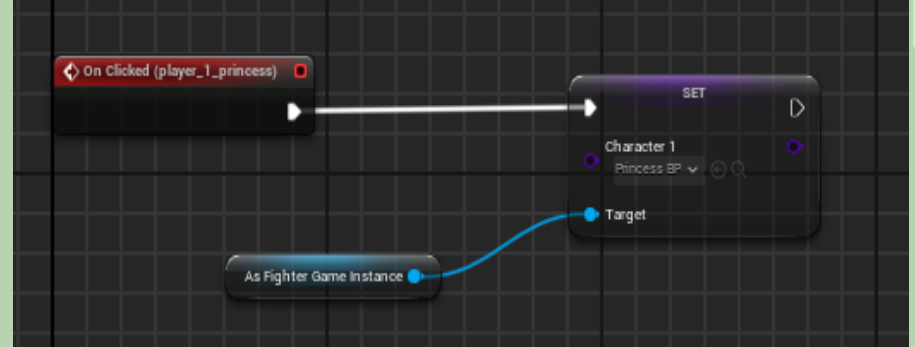


Main menu UI/map

The menu UI works similarly to the health UI, although it has its own level so it can be called separately

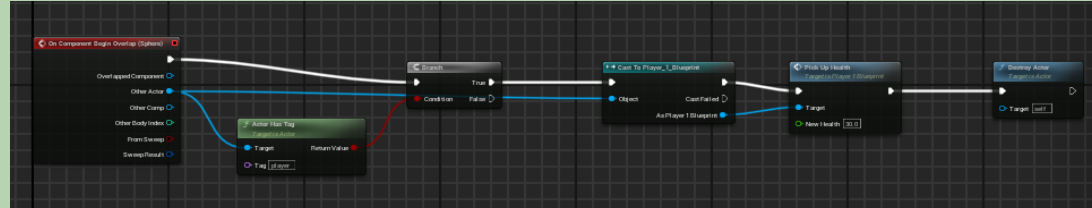
It also had a character select that lets you choose which character you wish to play as Which it stores in a fighting game instance so when the fighting map open when you start the game you will be the character you selected.

It then has buttons that start the game and moving you to the fighting game level, and one to close the game.



Item system

The item system uses character actors adds a collision box and a paper sprite Then creates and event on overlap that adds 30 health to the player



This system is still in testing but all that would be need is to create a variable to the amount of health added can be changed and mad negative for traps

Along with smoothing over the health bar as it doesn't register until after the next hit.

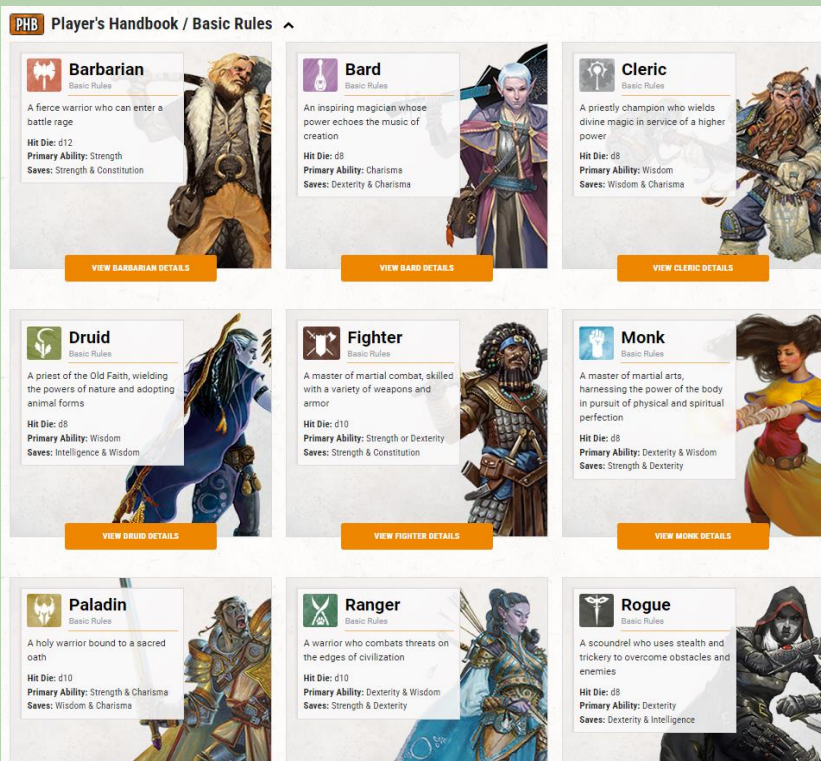




SHARMAINE Characters



CHARACTER CONCEPTS



Cat Rogue

Projectile: Throwing knives

Light atk: swift stab

Heavy atk: side slash

Dodge: lightning flash teleport

Ult: Cloud with slashing silhouettes

Ranger

Projectile: Bow and arrow shot

Light atk: swipe with bow

Heavy atk: heavy swipe with bow

Dodge: ?

Ult: multiple arrow shots from bow

Pink magical princess fighter

Projectile: blowing heart kisses

Light atk: Punch

Heavy atk: high kick and spin

Dodge: protective bubble barrier

Ult: hearts explosion (edited)

Fire Knight

Projectile: fire/magic ball

Light atk: sword sweep

Heavy atk: sword attack with spin

Dodge: ?

Ult: fiery rage

Slime

Projectile: spit ball :o :O

Light atk: hit

Heavy atk: spin and jump off enemy attack

Dodge: roll away

Ult: absorb energy and earthquake stun

Dark Wizard

Projectile: magic ball from staff

Light atk: staff swipe

Heavy atk: overhead staff hit

Dodge: ?

Ult: Pentagram floating spell



[2]

CHARACTER IDEAS



Cat Rogue

Projectile: Throwing knives

Light atk: swift stab

Heavy atk: side slash

Dodge: lightning flash teleport

Ult: Cloud with slashing silhouettes



Ranger

Projectile: Bow and arrow shot

Light atk: swipe with bow

Heavy atk: heavy swipe with bow

Dodge: ?

Ult: multiple arrow shots from bow



Pink magical princess fighter

Projectile: blowing heart kisses

Light atk: Punch

Heavy atk: high kick and spin

Dodge: protective bubble barrier

Ult: hearts explosion (edited)



Fire Knight

Projectile: fire/magic ball

Light atk: sword sweep

Heavy atk: sword attack with spin

Dodge: ?

Ult: fiery rage



INSPIRATION AND RESEARCH

[3]



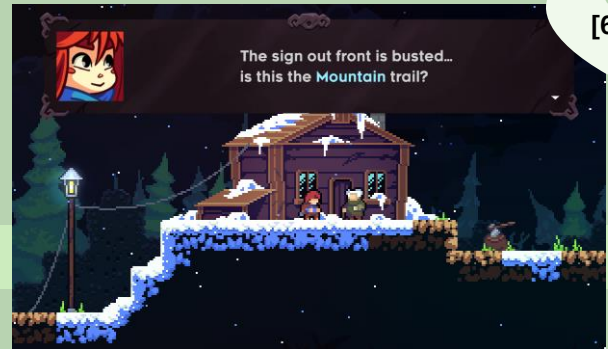
[4]



[5]



[6]



CHARACTER 1:

Princess Mina



PIXEL STYLE

Refinement for pixel translation

- Colour change for contrast
- Limbs behind are darker for better readability
- Hair up instead of down for more defined silhouette and practicality



PLANNING

ANIMATION FILES:

https://drive.google.com/drive/folders/1qdJtcO6ssApWl7rhy47_2kzSgnluoh5J?usp=sharing

GENERAL CHARACTER INFO:

Program: Aseprite

Canvas Dimensions: 78 x 48

Number of Characters to make: 2

NOTES

- Lore/species/ethnicities of characters are flexible to fit whatever story we decide.
- The canvas size is wide to give room for horizontal attacks and movement.
- Frame lengths can be adjusted in Unreal Engine
- Animations that need added sounds will be highlighted in blue

CHARACTER 1: MINA

Name: Princess Mina Amberheart

Age: 23

Gender: Female

Pronouns: She/Her

Species: Elf

Personality: Happy, Cheeky, Playful

APPEARANCE

Body Type: Feminine

Hair: Light pink, high curly ponytail

Outfit: Maroon dress



BASE ANIMATIONS

- Idle ✓ 5 frames
- Run ✓ 8 frames
- Jump ✓ 7 frames
- Crouch ✓ 6 frames
- Dodge/Dash ✓ 4 frames
- Throw Item ✓ 7 frames
- Receive Damage ✓ 4 frames
- Death ✓ 19 frames

MOVESET

- Projectile Attack: Blowing heart kisses ✓ 9 frames
- Light Attack: Punch ✓ 6 frames
- Heavy Attack: High kick with spin ✓ 8 frames
- Signature Move: Explosion of hearts ✓ 17 frames

My Drive > CHARACTER ANIMATIO...

Type

People

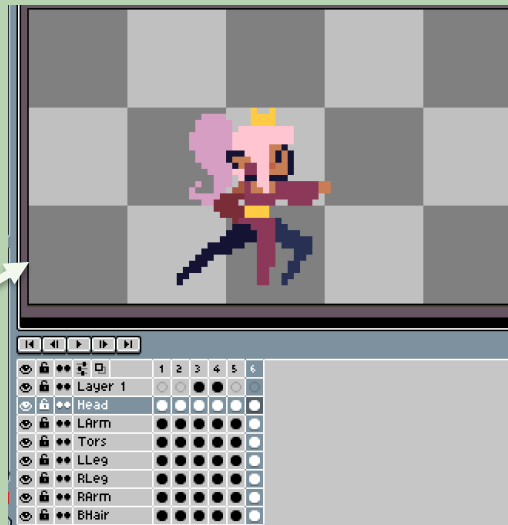
Modified

Name

Aseprite Files

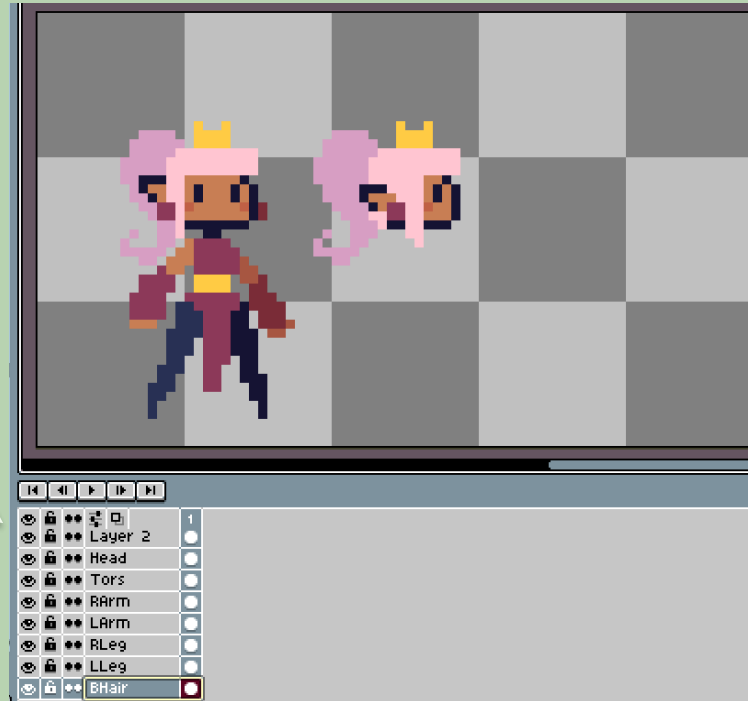
GIFS

Sprite Sheets



ANIMATION SET UP

Each moving part on a
different layer



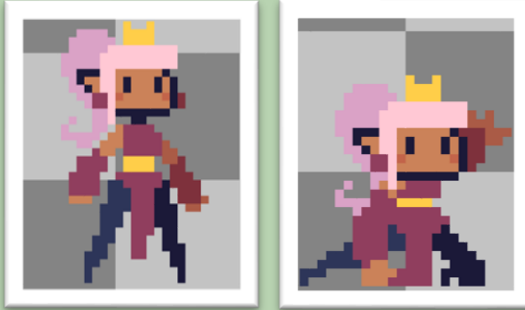
- Using Aseprite program.
- Base with side profile
- Canvas size 78 x 48



ANIMATION PROCESS

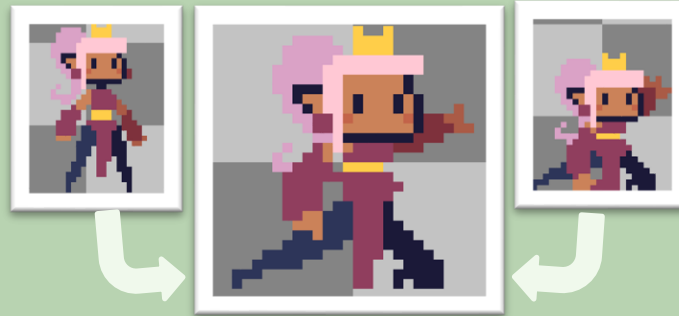
STEP 1: Keyframes

The main movements drawn out create a foundation.



STEP 2: Tweening/Inbetweens

Tweening adds a smooth transition between the keyframes.



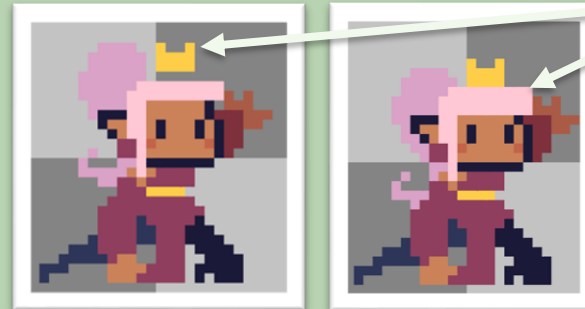
Arm smear to show fast movement.

STEP 3: Smear frames



STEP 4: Secondary motion (hair, crown)

Hair and crown react to the primary movement of the character.



MOVESET



PROJECTILE
ATTACK
(9 frames)



LIGHT ATTACK
(6 frames)



THROW (ITEM)
(7 frames)



HEAVY ATTACK
(8 frames)



SIGNATURE
MOVE
(17 frames)



MOVEMENT ANIMATIONS

IDLE
(5 frames)



TAKE DAMAGE
(4 frames)



RUN
(8 frames)



JUMP
(7 frames)



DASH
(4 frames)



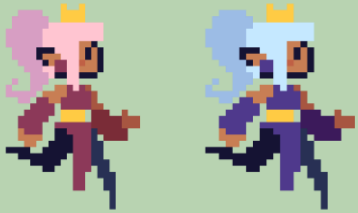
CROUCH
(6 frames)



DEATH
(19 frames)



PROBLEMS AND SOLUTIONS



PROBLEM:	SOLUTION:
Not enough time to create and animate a second character.	Colour variation for character 1 was added.
Layers behind the head would sometimes need to come in front of the head. (arms, ponytail etc.)	I created a new layer above the head.
'Projectile attack' reach was too similar to melee attacks.	Projectile and character were separated.





DAN

UI and Items

Item Inspirations

Super Smash Bros.



[1]

D&D Items

[2]



Item Concepts

item/weapons ideas:

key -

chest - where you could find the items

rations (apples, bread) - healing items

poisonous mushrooms - throw it at other players, affects them

item which can speed you up

wooden sword/diamond sword - gets better over time

wooden shield/diamond shield - gets better over time

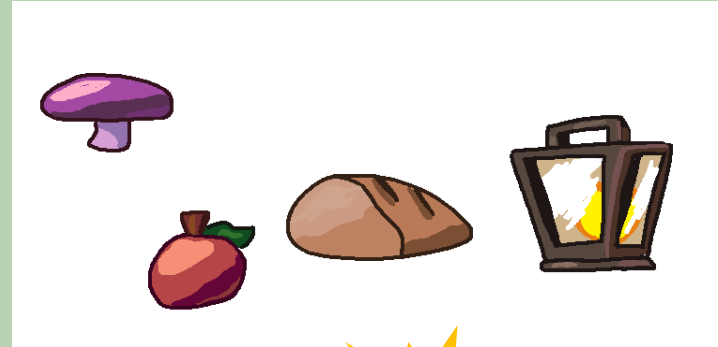
dnd dice

item which helps you jump

dragon eggs

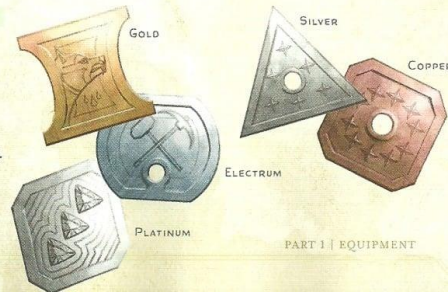
scepter

fairies



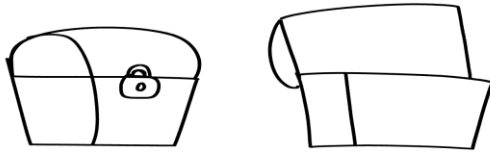
STANDARD EXCHANGE RATES

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1



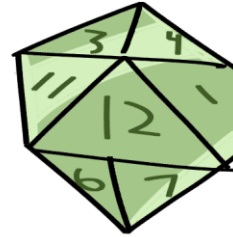
Item Concepts

CHEST



attacking the chest a few times will open it and it'll release a number items, some which can only be found from the chests

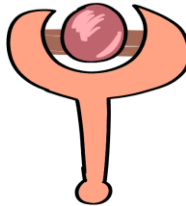
D20



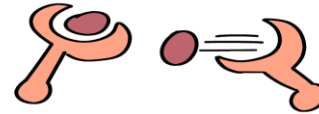
Projectile item

Has different ranges of damages at random

quote unquote scepter



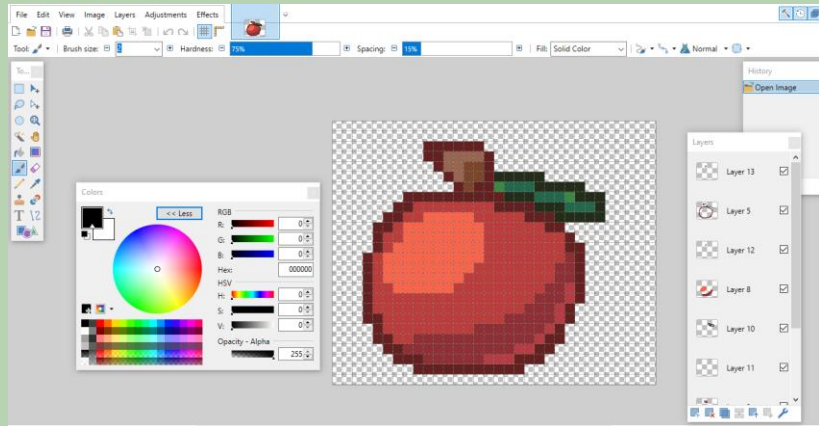
one time use projectile weapon
where you throw the ball



could potentially use the rest of
scepter as a temporary melee weapon

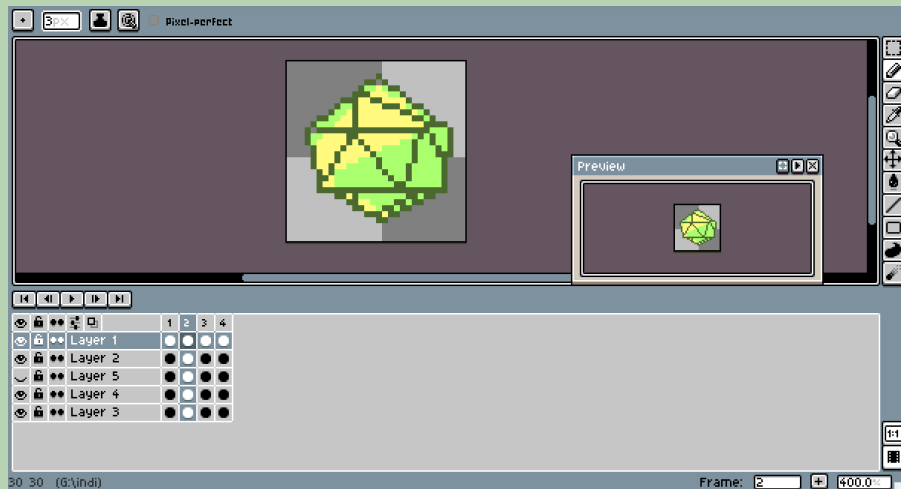


Spriting Process



Aseprite

paint.net

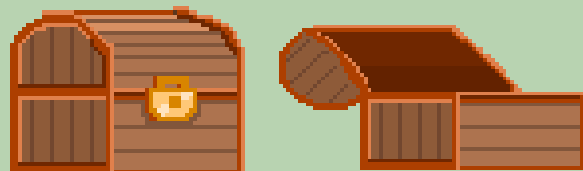


Item Sprites

Coin



Chest



Poison
Mushroom



Healing
Items



Item Sprites

D20



Original



Desaturated

Sceptre



UI Inspiration



UI Concept



Health Bars



Title Screen Inspiration



Title Screen + Logo Concepts

DUCKLAKE

START
HOW TO PLAY
OPTIONS

A B C D E F G
H I J K L M N
O P Q R S T U
V W X Y Z
a b c d e f g h i j k l
m n o p q r s t u v
w x y z
: ! ;

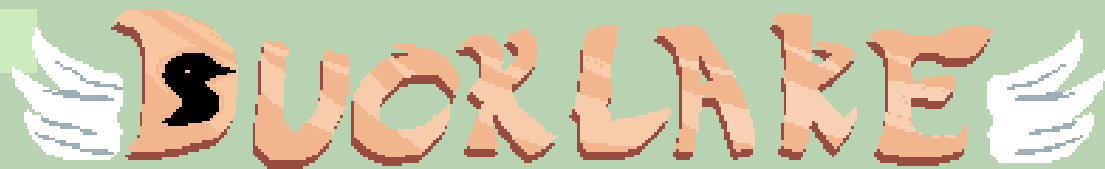
[8]



[9]



Logo and Title UI



START
HOW TO PLAY
OPTIONS
EXIT
REMATCH

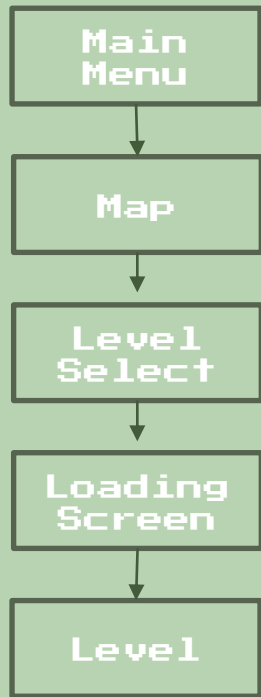




BECCY

Backgrounds

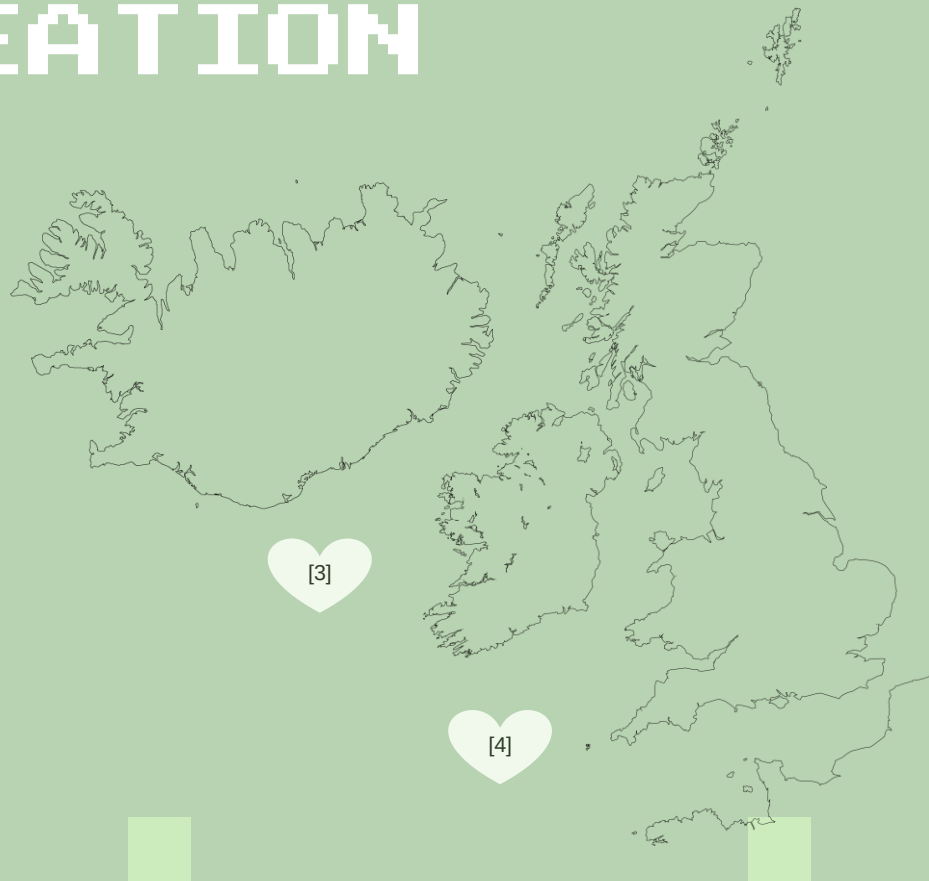
MAP CREATION



[1]



[2]

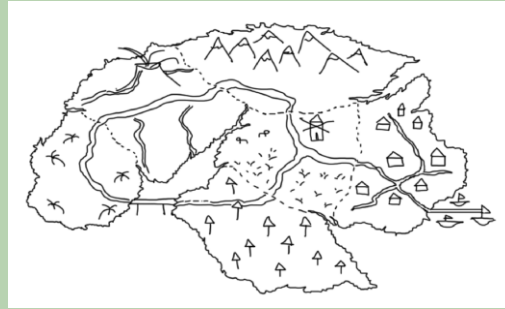
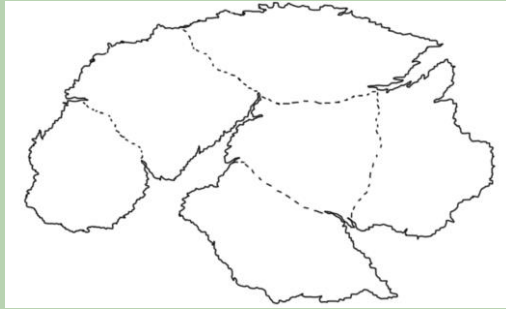
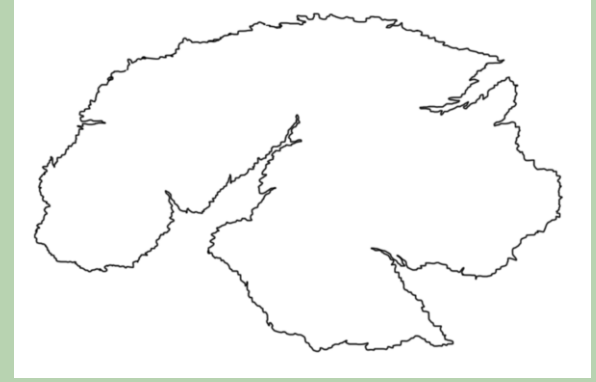
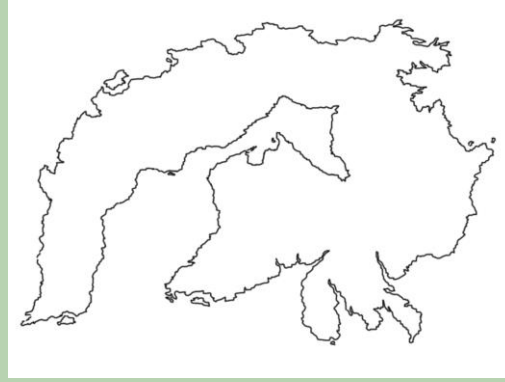


[3]

[4]



MAP CREATION



LEVEL SELECTION



LEVEL SELECTION



[5]



LOADING SCREENS

Moodboards and Inspiration



[6]



[7]



[7]



LOADING SCREENS

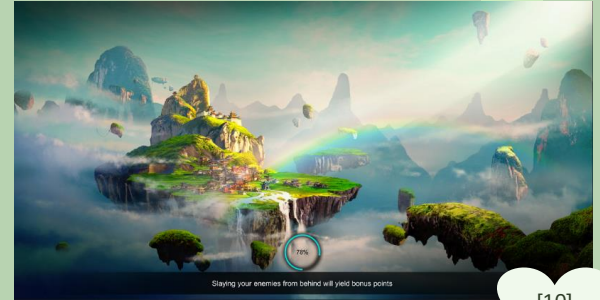
Moodboards and Inspiration



[8]



[9]

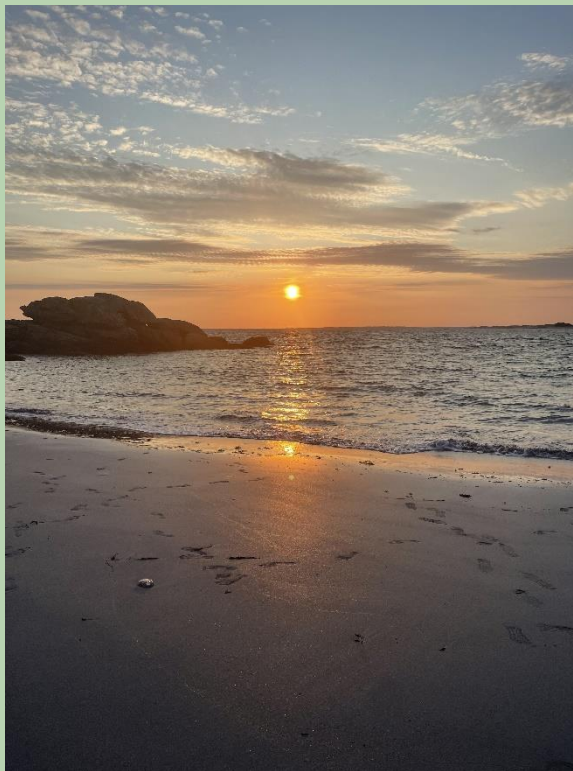
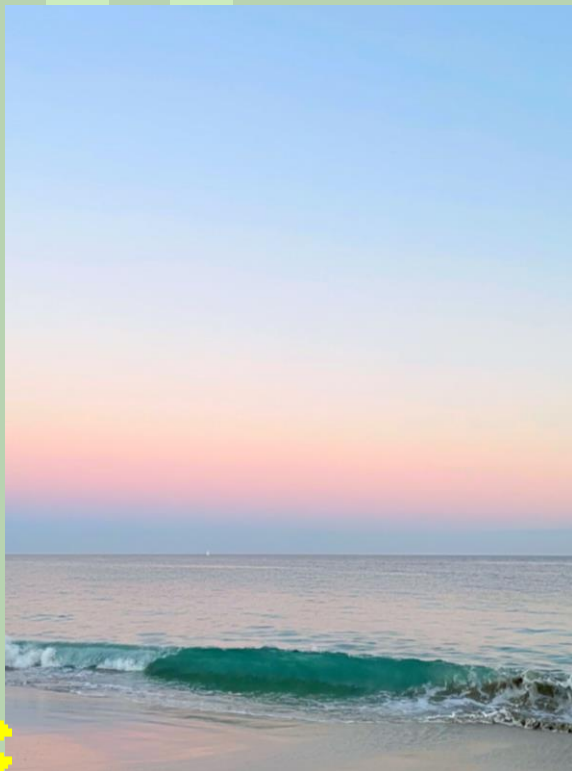


[10]

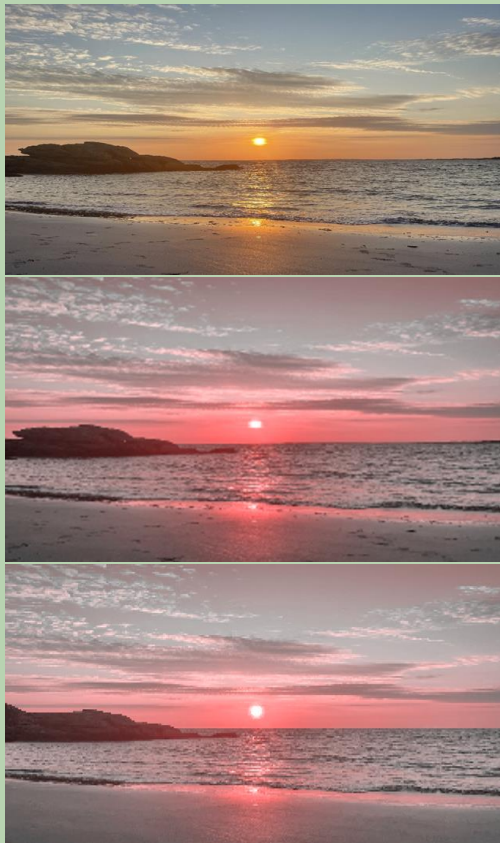
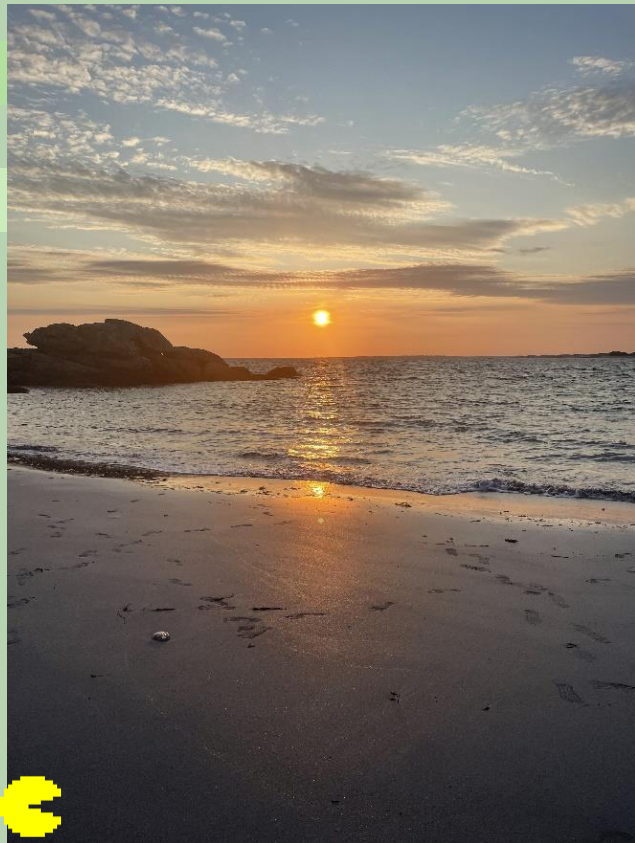


LOADING SCREENS

Primary References



LOADING SCREENS



BACKGROUND RESEARCH



[11]



[12]



[13]



BACKGROUND RESEARCH



[14]



[15]



[16]



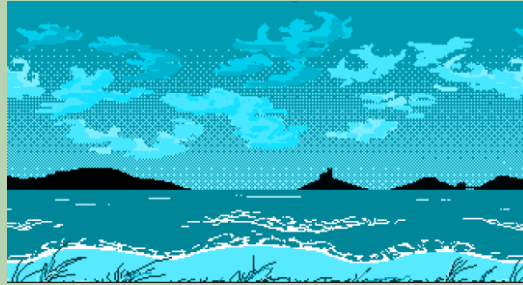
[17]



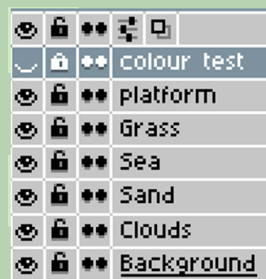
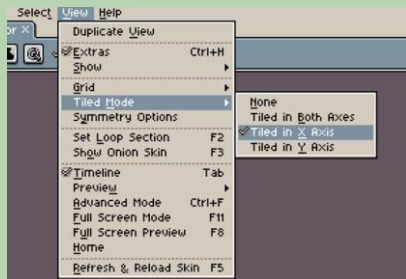
PRIMARY BACKGROUND RESEARCH



BACKGROUND CREATION



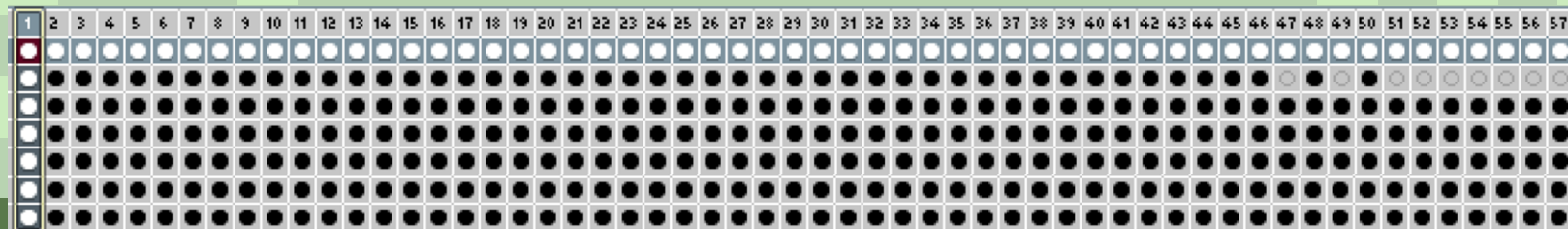
PARRALAX EFFECT



ANIMATING THE BACKGROUND



ANIMATING THE BACKGROUND



PLATFORM CREATION



LEVEL PROGRESSION





TRACY

Sound Design

Inspiration



Sound List/Plan

Video/Music Sound Effects and Audio List for the Indie Game Project

- Sound and mood, theme.
- Distinctive styles/ the gameplay/ target audience.
- Specific music for the gameplay areas.
- The overall tone, environment/ the situation/ the gradual changes in the game.
- Diverse sounds of the gameplay music overtime/ when play completes each of the level.

DUCK LAKE INDIE GAME GROUP PROJECT

Sound Effects for the game - Important!

Introduction Background Soundtrack - <https://youtu.be/C8RBUB194GY?si=dCqzZp-eZzUby9rk>

Coin collecting

Background music - https://youtu.be/mRN_T6JkH-c?si=prEbm691r3mHgK-G

Sprite creatures sounds

Traps/Upgrade effects

Bonus level effect (*specific certain levels of the game*)

Map selection

Boss fight

Combat - https://youtu.be/ulFD2BkaD2k?si=m6dP_mwzZEfpSs_

Battle music - https://youtu.be/NzFiyZc_v4?si=MzUewyCqPbkGCh9

Ultimate Boss fight

Music and ambient audio for the game -

Winning

Losing

Blizzard Background Sound

Things to add-on

Footsteps

Walking

Running

Jumping

Game Mechanics sound effects

Attack

Dodge

Teleport

Punch

Exploding

Spinning

Double jump

Spells to cast magic

Throwing Weapons

Movement sounds

Spawning (**entering the game**)

Water Splash effects

Non-Playable Characters dialogue - <https://youtu.be/qEXGaVjuqm8?si=GLQxaHyyx-7ThxDL>

Skip sound effect

Health bar increasing/decreasing (Bubble Sound Effect)

Death sound (**When the player character dies**)

Jump

Crouch

Projectile attack

Light attack

Heavy attack

Dodge/Dash

Throwing items

Signature moves

Double jump





Sound effects

Bonus Level Effect.mp3
66 KB

Click and Skip Button Effect...

Coin Collection.mp3
92 KB

Death Sound Effect.mp3
101 KB

Explosion Sound Effect.mp3
88 KB

Footsteps in Dirt Effect.mp3
1 MB

Lava Sound Effect.mp3
774 KB

Losing Sound Effect.mp3
134 KB

Running in Grass Sound Effec...
39 KB

Running Sound Effect.mp3
186 KB

Select Sound Effect.mp3
5 KB

Sprite and Fairies Sound Effec...
325 KB

Teleporting Effect.mp3
100 KB

Upgrade Effect.mp3
263 KB

Winning Sound Effect.mp3
111 KB

Dodge and Dash effect.mp3
33 KB

Earth Quake Effect.mp3
203 KB

Fireball Attacking Effect 2.mp3
167 KB

Fireball Attacking Effect.mp3
65 KB

Heavy Punch Attack.mp3
36 KB

Heavy Sword Attack.mp3
61 KB

Jump Effect.mp3
35 KB

Jump Sound Effect 2.mp3
17 KB

Jump Sound Effect.mp3
33 KB

Knife Throw.mp3
17 KB

Light Attack.mp3
33 KB

Lightning Sound Effect.mp3
272 KB

Magic Spell Cast Effect.mp3
77 KB

Magic Strike Sound Effect.mp3
61 KB

Punch Sound Effect.mp3
14 KB

Spawn Sound Effect.mp3
36 KB

Spinning Sound Effect.mp3
80 KB

Throw Sound Effect.mp3
48 KB

Water Splash Effect.mp3
19 KB

Background Sound.mp3
1 MB

Beach with seagulls Backgrou...
2 MB

Blizzard Background Sound Ef...
9 MB

Boss Fight Sound Effect.mp3
6 MB

Creepy and Dark Background...
4 MB

Strong Blizzard Background S...
6 MB

Ultimate Boss Fight Sound Eff...
4 MB

Dark Wizard	25/04/2024 16:31	File folder
Game Mechanics Sound Effects	25/04/2024 15:10	File folder
Princess Mina	25/04/2024 16:07	File folder
Scamp	25/04/2024 16:35	File folder
Slime	25/04/2024 15:29	File folder
sound_effects	25/04/2024 15:12	Comprese



My Chosen Sounds :

Characters
Trap/Upgrade
Bonus Level
Map Selection
Background
Boss Fight
Combat
Battle Music
Ultimate Boss

Conclusion

GAME TESTING

Duck Lake Feedback

This feedback form is anonymous.

Required

1. How easy were the controls of our game?

☆ ☆ ☆ ☆ ☆

2. How would you rate the music and sound effects within our game?

☆ ☆ ☆ ☆ ☆

3. Did you think that the music suits the aesthetics and theme of our game?

☐ Yes
☐ No
☐ Other

4. Were any UI elements that were unclear to you?

☐ Yes
☐ No

5. If you answered yes, which elements and why?

6. What do you think of the characters to choose from within game?

☐ I like them all
☐ I think there could be more options
☐ I dislike them
☐ Other

7. What do you think of the name "Duck Lake" for our pixel fantasy fighter game?

☆ ☆ ☆ ☆ ☆

8. What would you change to improve our game?

9. Would you continue to play this game? *

☐ Yes
☐ No

10. What was your favourite aspect of the game? *

11. What was your least favourite aspect of the game? *

This content is neither created nor endorsed by Microsoft. The data you submit will be sent to the form owner.

Microsoft Forms

Background Design and Map Feedback

This feedback form is for receiving any feedback on the next layout, loading screens, background design for the game "Duck Lake".

Required

1. From the clips shared to you with this form, what would you rate the background?

☆ ☆ ☆ ☆ ☆

2. Why?

3. Out of these 2 loading screens, which do you believe fits the game in the clips shared with this form? or which do you prefer?

☐ Option 1 ☐ Option 2

4. How would you rate the diversity of scenes for levels within this map?

☆ ☆ ☆ ☆ ☆

5. If yes, which game?

6. Would you want to play more levels of the game with different background aesthetics of similar pixel style?

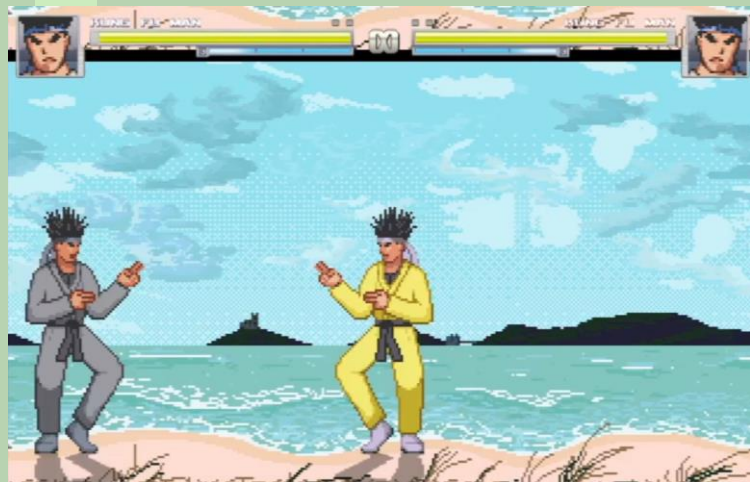
☐ Yes
☐ No

7. Finally, What would you change to improve any of the art shown to you?

This content is neither created nor endorsed by Microsoft. The data you submit will be sent to the form owner.

Microsoft Forms

MUGEN





GAME FEEDBACK

5. How would you rate the clarity of which level you are selecting/able to select?

[More Details](#)

- ☒ Very Clear To The Player 7
- ☐ A Little Clear, Could Be Improved 0
- ☐ Not Clear To The Player 0
- ☐ Unsure 0



Moving background wildlife, e.g birds, dolphins

Could include a variety of items in each level to reduce the amount of repeats such as different house types or trees.

Id	Start time	Completion time	Email	Name	From the clips shared	Why?	Out of these 2 load	How would you rate	How would you rate the clarity of which level you are selecting/able to select?	Do any of these items represent it well?	If Yes, which game/s?	Would you want to see more of this?	Finally, What would you change to improve any of the art shown to you?
1	5/3/24 15:04:09	5/3/24 15:04:29	anonymous			5 Aesthetically pleasing	Option 2		5 Very Clear To The Player	Yes	Minecraft and Fortnite	Yes	Have the biome changes seem more evolved and less drastic.
2	5/3/24 15:07:24	5/3/24 15:50:21	anonymous			4 Gives a summery & aesthetic vibe	Option 1		3 Very Clear To The Player	Yes	Streetfighter	Yes	
3	5/3/24 16:11:12	5/3/24 16:13:40	anonymous			4 Good animation of the crashing waves	Option 2		5 Very Clear To The Player	No		Yes	I like the art style and feel the chosen assets represent it well. No improvement to suggest.
4	5/3/24 16:18:11	5/3/24 16:26:34	anonymous			4 Good detail that brings it all together like the cloud shades and whitecaps	Option 1		5 Very Clear To The Player	No		Yes	Could include a variety of items in each level to reduce the amount of repeats such as different house types or trees.
5	5/3/24 17:06:29	5/3/24 17:14:19	anonymous			5 Having a beach background really suits a fighting game (Has essence of Karate kid)	Option 2		4 Very Clear To The Player	Yes	Crash Bandicoot, super m	Yes	Perhaps the loading screen could be more pixelated to blend in more with the level and map design.
6	5/3/24 17:13:04	5/3/24 17:17:00	anonymous			4	Option 1		5 Very Clear To The Player	Yes	Tapestry, a board game	No	Word descriptions for each terrain
7	5/3/24 19:44:02	5/3/24 19:47:30	anonymous			5 As expected for this type of game	Option 1		5 Very Clear To The Player	No		Yes	Moving background wildlife, e.g birds, dolphins



GAME FEEDBACK

3. Out of these 2 loading screens, which do you believe fits the game in the clips shared with this form? or which do you prefer?

[More Details](#)



Perhaps the loading screen could be more pixelated to blend in more with the level and map design.



before



after



before



after



REPLAYABILITY

- PLAYERS WOULD LIKE MORE LEVELS
- UPON COMPLETION PLAYERS UNLOCK NEW COSMETICS AND ITEMS
- ACHIEVEMENTS FOR PLAYING ON VARIOUS DIFFICULTIES OR WITH VARIOUS CHARACTERS
- EASTER EGGS
- SECRET LEVELS
- FUTURE IDEAS TO BE EXPLORED – BREAKABLE FLOORS AND WALLS, PLAYER QUESTS AND STORY MODE

8. Would you want to play more levels of the game with different background aesthetics of similar pixel style?

[More Details](#)

• Yes
• No

6
1



TEAMWORK

STRENGTHS

- PROJECT PLANNING
- ASSIGNING ROLES TASKS
- EQUAL ROLES
- COHESIVE ARTSTYLE

WEAKNESSES

- COMMUNICATION
- GAME BUGS/GLITCHES
- LACK OF UNIQUE GAMEPLAY FEATURES
- LACK OF LORE/NARRATIVE
- SHORT PLAY TIME
- ATTENDANCE



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- <https://youtu.be/ZGQoo9frBUA?si=tZ6tSywJJrRN0WN1>
- <https://youtu.be/WCZ1POMjrdc?si=fPAei9pkKmAK2Kgw>
- <https://youtu.be/2uu9F79QJoE?si=i-w-9YrLtwSblyBe>
- <https://youtu.be/TuIDITssCoc?si=1XpHUgmJxnRSL9a0>
- https://youtu.be/k-zMkzmduql?si=EppM9cKttcOZ_HUx
- <https://youtu.be/JCdRe4kC3FM?si=HC8ZfP9GLFi0pGTb>
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Links to Additional Work by me:

GOOGLE DRIVE:

https://drive.google.com/drive/folders/1qdJtcO6ssApWt7rhy47_2kzSgnluoh5J?usp=sharing

GOOGLE DOC:

https://uowtsd-my.sharepoint.com/:w/g/personal/2205381_student_uowtsd_ac_uk/EZ9cs7_-wxFHknr9wdJOt08BiZU96qj2ae6rjTwYodNC1g?e=yrrwri



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