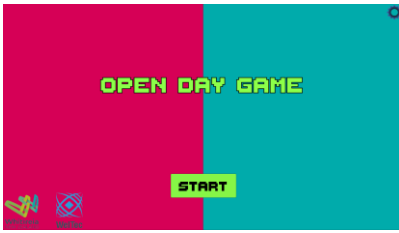


Open Day Game

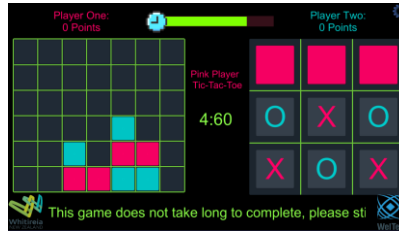
By: Dillon Laing

Supervisor: Susan Scott

Client: Chalinor Baliuag



Game Main Menu



Game in Progress



Game Leader Board

INTRODUCTION

The project was a 2-Player versus Player (PvP) game in which players compete in two games simultaneously trying to best each other while also remaining focused under the added pressure of a timer and other features.

This game was developed for the Wellington Institute of Technology to use at various events to engage with possible new student and demonstrate to them what can be achieved when choosing to study there under a software development major.

DEVELOPMENT

The Open Day Game project was developed in Unity, a cross platform game engine primarily using Unity UI game objects. All scripting done for the game was done in Visual Studio 2017 using the C# programming language.

SCRUM was used as the methodology for this project, the product and sprint backlogs were managed using an online tool called Jira and backups were managed with GitHub Desktop and then uploaded to a GitHub repository.

Two-week sprints were used to develop the game and each sprint focused on a different aspect of the game. The first sprint focused on each of the two games individually and testing them with both unit tests and user tests.

The second sprint was focused on taking the two separate games and then making them appear on the same screen while also linking the two game scripts so that players would be able to take turns on each game and then add the timer to those turns.

The third sprint was focused around developing and testing all the additional features added to these classic games. Variations of the game from the second sprint were created that all contained different features in UI placements, added features to create pressure, different sound effects and different colours.

The final sprint focused on user testing the variations from the third sprint and then drawing conclusions based on the results, these results conclusions were then used to create a final version of the game with any adjustments made to the features based on the results.

Once the final version was created it was thoroughly tested using black box unit tests and user tested to check that it met the clients' requirements.

CONCLUSION

The project was a very intense but rewarding process. It highlighted areas of game development that had previously been overlooked and due to being a one-person team I was able to get hands on experience in every aspect of project development and the SCRUM process.

The Project was completed on time and met the minimal viable product which resulted in the all the client requirements being met, overall, I am satisfied with the game created for this project and am grateful to my Advisor and Client for their support and understanding during this project.