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3D Game Design

Noroff Stavanger 2016

Game Design – Module 2 (GAD03)

Final Product:

Link to gameplay video:

https://www.youtube.com/watch?v=94XePhzrpp8

My blog:

Blogpost for this project:

http://andreasgamedesign.com/game-design-module-3-gad03/

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Unreal Engine version:

4.13.2

Gameplay Document / Playtest Document:

(Found on separate documents in delivery folder)

Report:

For this assignment module that lasted over 3 weeks, we got the task to further develop upon our previous experience with Unreal Engine 4, creating an all new prototype. A requirement of this task was to keep it at a prototype level, choosing from any genre or type of game, ending up with a complete prototype, not a "vertical slice".

I decided to make an Endless Arcade Action game called Fally Alley. In Fally Alley, the player controls a dark cat named Jimmy roaming the back alley in a large city. The story the game revolves around is that everyone has replaced all their old stuff with new, they are too lazy to go to the junkyard, so they just throw it out of the windows. Little do they care that there might be people or animals walking the streets below.

The name of my game comes from the words fall and alley, this is to establish a setting and an action that happens inside the game. When coming up with the name I was inspired by other mobile arcade games like Flappy Bird and Crossy Road.

For the gameplay design, I created simple objects that spawn randomly (choosen between plant pot, piano and an anvil) above the "camera" of the level at random positions. On the ground, black holes appear at random positions that green slimes come out of every now and then. The player controls the main character as he avoids getting hit by the stuff falling from above and the slime monsters. The goal of the game is to collect golden fish (golden rings for now) that appear on the ground, that the cat can eat. These fishes spawn at random location and make a sound so that the player can hear and locate them. This gives the game replayability which is important for a mobile/arcade game. Player can also use the "total" collected fish to buy new cat characters with different looks. These unlockable characters also change the theme for the level. For instance, if player uses a cowboy cat with cowboy hat the level could change to a western back alley, the televisions to wood, cactuses coming up from the ground and so on. Another example is that the player chooses a space cat with spacesuit, then the level changes to a city on the moon, televisions to high-tech floating screens and slime monsters to aliens.

For the deployment platforms, I wanted the game to also be on mobile and VR. I did manage to test the game on my Android phone and everything worked well, however I did not have time to try it in VR.

Since this was on the prototype level I only used primitive shapes, no textures and only solid colours on my models, I only used models that was already inside UE4. I would replace these models with "proper" models if I decide to fully develop it into a final game.

For play testers, I got 3 persons to test out my game that came feedback. You can read this in the included playtest document in the delivery folder. I sent two of the three "subjects" my game as an executable, they came with feedback and I used this as I saw fit, this process was very helpful for me and made the game way more exciting. Some of the feedback I decided to ignore though as I felt it did not fit.

I'm happy with the result I ended up with, I would like to make it into a real game as a side project and release it on mobile platforms as Android and Ios on their store platforms. It would require a lot of work to add different characters and so on but would be possible. I'm interested to see if this works as a VR game, I think it would work.

<u>Software used:</u>

Adobe Photoshop

Unreal Engine 4

Adobe Illustrator

Microsoft Office Word

Microsoft Office Excel