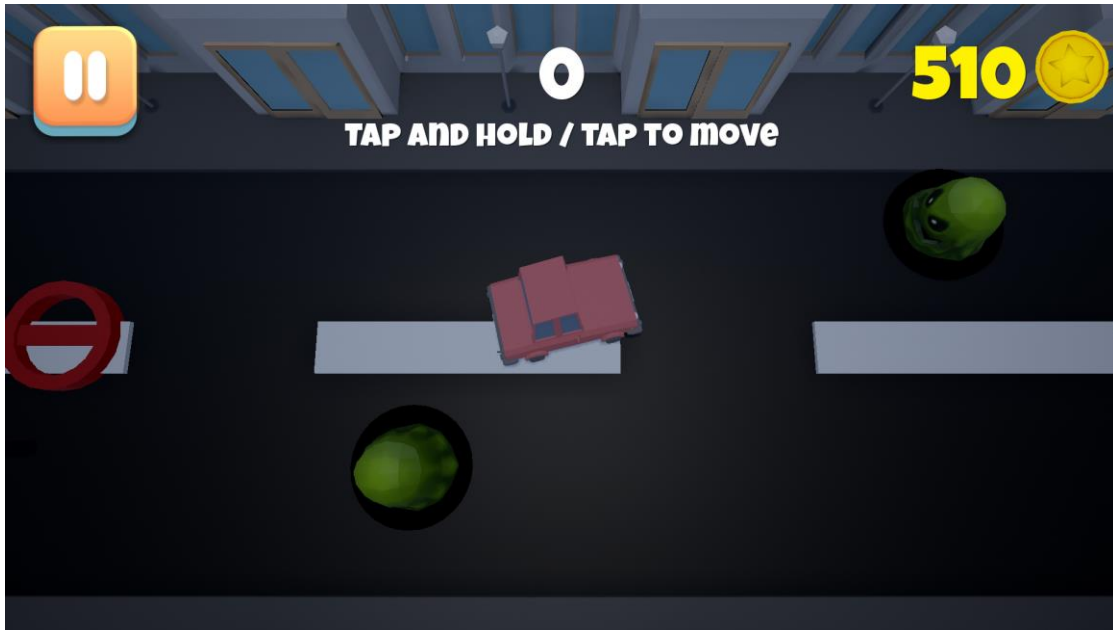


Andreas Nordbø

3D Game Design - Noroff Stavanger 2017

Mobile Development (MOD)



Links and info:

Link to gameplay video:

<https://www.youtube.com/watch?v=XeWgi4Pvesg>

Blogpost for this project:

<http://andreasgamedesign.com/mobile-development-mod/>

My blog:

<http://andreasgamedesign.com/>

Unreal Engine version:

4.14.2

Reflection on next page!

Reflection:

For this assignment called Mobile Development (MOD) that lasted over 3 weeks, my task as a student was to make a game for a handheld touch device (high end Android phone to be more specific). A requirement was that it should be made in Unreal Engine 4, which I have used many times before in earlier assignments. The game should be on complete prototype level, with focus on developing for the mobile device where HUD, Input, details and performance is very important so the game runs well.

I decided to work upon my Endless Arcade Action game called Fally Alley from an earlier design assignment. In my concept for Fally Alley I was supposed to have a cat as a main character, but that quickly changed once I wanted to further work on this project. I went from having a cat to a car, for the environment I kept the back alley (in a large city) theme. For the story, I used the same one as before; people living in cities have too much stuff and frequently replace it with new, they are also lazy, that's why they throw the old stuff out the windows instead of going to the junkyard, this causes issues with cars driving the street below, and it's what the gameplay elements are revolved around. Drive the car, watch out from falling stuff from above, oh, and also.. there are slime monsters coming out of the sewers.

When I got the story, setting and general gameplay Ideas I immediately felt this was right for mobile. The way the car is controlled works very well with mobile devices where touch is the main input, it's very simple, the player just either taps to move or taps and holds to keep moving in that direction. The genre which is endless arcade is also very popular amongst the mobile game scene. The name Fally Alley is inspired by games like Flappy Bird, Crossy Road, catch words are also usually a hit on mobile. The assets used are mostly taken from sites that sell assets that can be used in project with a price. I went for using the least possible poly count (low poly) for my assets to make sure the game runs as smooth as possible.

For the gameplay design, I created simple objects that spawn randomly (chosen between plant pot, television 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 lap around the alleys, in the end of each "lane" player gets a point, to keep people playing there is also a golden coin currency in the game which can be used to buy different looking cars. These golden coins spawn at random location on the ground. This gives the game replay ability as I mentioned which is important for a mobile/arcade game. These unlockable characters/cars should also change the theme for the level, but I did not get time to implement this yet.

I'm happy with the result I ended up with, there are still some stuff that needs to be finalized in order to publish it on Google Play or iOS App store, but the plan is definitely to release it sooner than later :)