Gnome Man's Land

Retro Talk

By:

SHENANIGAMES

Cohen Haakenson, Jenny Harston, Britney Kuoch, and Elygh Thao

Teamwork

Everyone played a role in level designing, puzzle object creation, and debugging.

Cohen	Britney	Elygh	Jenny
- Main Menu - Items - Spikes - Inventory - UI-items and menu - Audio Slider - Player emotes - Growing flower - Removable blocks - Bridge building - Levels: 1 & 4	- Player and Camera Movement - Portals ~~Pick-up consumables~~ - E pop up - Left/right platforms - Rotating platform - Green platform and button - Level 3	- Hedgehog - Cat - Audio - Gnome's bone animation - Up/down platforms - Level 2 - Animations for other objects	- Logos: team & game - Gnome Illustration - Created Gnome bones - Grid & Tile Palettes - Push/pull box - Trampoline - Pressure plate and door - Levels: 1 & Sample - Game manager & organization - Animations

Process

Communication:
- Weekly meetings
- Constant communication through Discord messaging and chat

Weekly Meeting:
- Brainstormed ideas
- Talked about deliverables for the week
- Wrote out task sheet

Task Sheet:
- Weekly deliverables at top
- Items that each team member would work on that week, to accomplish deliverables

Development Log:
- Useful to stay on track
- Able to check when teammates did something
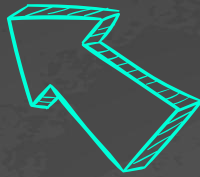- Indicated when merges needed to happen

Code Development:
- Used GitHub to collaborate on code development
- Daily merges while in chat to iron out bugs
- Chat through discord to know when code updates happened
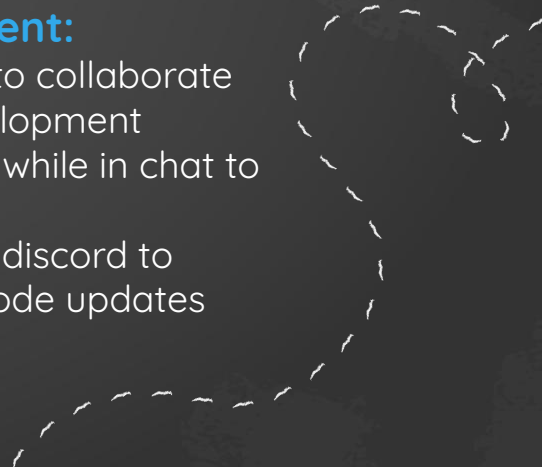
Tools we Used
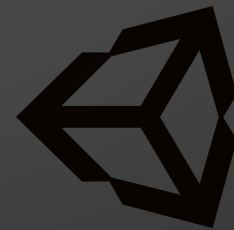
Assets:

Unity

Asset Store

Kenney Game Assets

Ai

Ps

Communication:

Google Drive

Discord

Version Control:

GitHub

unity

Gnome Man's Land

We Like

- Art and audio
- Character movement animation
- Level design
- Items and inventory system
- Game is very modular, adding more levels is just a matter of putting together the building blocks.

We Dislike

- Merging scenes
- Having multiple people working on the same thing without running into overlap/issues is hard

We Wish

- Better difficulty progression
- Introduce new items and obstacles every level instead on a bunch at once
- More levels
- More sound effects
- More animations

Conclusion

What we learned

- WebGL can have issues that don't appear in Unity

- Merge code EARLY and OFTEN

- Communication is really important, and sometimes drawing stuff out helps with getting your points across

What we would do differently

- Get ahead on deliverables, so that merging and webGL testing happens well before presentations
- Ensure we give each other feedback on each other's work to prevent misunderstandings
- Communicate ideas, and sign off on things as a team before implementation
- Work on stuff more at the same time, together

Thanks!

Do you have any questions?

Presented by:

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