

Video-Cats: Wireframing and Prototyping

Code 1

The wireframe prototype demonstrates several key features. Some features include:

- Single level design
- Traditional game mechanics
- Player interaction
- Physics

The player will automatically move to the right. The player can try to and up values when he/she can.

While the player is moving, a cat's shadow will give direction on what the player is doing for what color the player character is at.

TheCaseSolutions.com

Playtesting

UI and Menu elements have been iteratively tested.

- User Stories
- Heuristic Evaluations
- Card, Wizard and further evaluations will be performed as development progresses.

Two Phases:

- Expert Evaluations
- User Evaluations

Early testing will be purely verbal. It is not planned versions of game will have follow-up questionnaires.

Aim for at least 2 hours of developing each iteration with feedback going back to programmers for changes.

TheCaseSolutions.com

User Interface

We created multiple layouts of the in-game UI.

For some of the UIs we looked at how gameplay would be affected and considered the possibilities of the UI abstracting the players views.

TheCaseSolutions.com

Code 2

In this wireframe we have been able to integrate both 2D models and 3D objects successfully.

We're currently using the Unity Remote plugin to quickly test the game on our phones.

For this next milestone we intend to implement:

- Player's character
- Free ability to choose where on the screen the Lady Yang appears
- As the player to test generated levels
- Mid-air effects
- Visual mechanics - for which we have a framework setup for

TheCaseSolutions.com

Environment

4 Environments: Palace, Town, Field and Forest.

TheCaseSolutions.com

Based on time period (flourishing hot springs, pagoda forest, etc.)

Repeatable features for expansion if needed.

Environment

Environment

Environment

Environment

Environment

Environment

TheCaseSolutions.com Character Design

- I have been researching and developing our Character Lady Yang
- Researched Sprite animation
- Drawn in the Given Design
- Planned movement

Creating the Sprites

- Traditional
- Digital
- Sprite sheet

TheCaseSolutions.com Pickups

- Cat's Teddy pick up
- Cats for unlocking items
- Flower adds to player high scores
- When battle will flip the controls.
- All 3d assets might be rendered in 2D

Video-Cats: Wireframing and Prototyping

Code 1

The software prototype developed by our team will be used to implement the final product. These prototypes include:

- Single character
- Character level generation
- Single character
- AI

The player will automatically move to the right. The player can't be put up unless it's in the air.

When the player is moving, when a character will play something or when the player is doing his job, when the player character is in it.

TheCaseSolutions.com

Playtesting

UI and flow elements have been internally tested

- User stories
- Heuristic Evaluations
- Comp. tests and further iterations will be performed as development progresses

Two Phases:

- Expert Evaluations
- User Evaluations

Early testing will be primarily verbal, in one-to-one versions of game will have follow-up on observations.

Aim for at least 2 hours of developing each iteration with feedback going back to programmers for changes.

TheCaseSolutions.com

User Interface

We created multiple layouts of the in-game UI

For some of the UIs we looked at how gameplay would be affected and considered the possibilities of the UI obscuring the players views.

TheCaseSolutions.com

Code 2

In the wireframe we have been able to integrate both 2D models and 3D views successfully.

We're currently using the Unity 3D engine to quickly test the game on our phones.

For this next iteration we intend to implement:

- Player capabilities
- Free ability to choose where on the screen the Lady Yang appears
- AI to player to test generated levels
- Clickup effects
- more characters - for which we have a trademark setup for

TheCaseSolutions.com

Environment

4 Environments: Palace, Town, Field and Forest.

TheCaseSolutions.com

Based on time period. (Hanging hot springs, pagoda forest, etc.)

Repeatable features for expansion if needed.

Character Sheet

Name: _____

Level: _____

Health: _____

Mana: _____

Experience: _____

Skills: _____

Equipment: _____

TheCaseSolutions.com Character Design

- I have been researching and developing our Character Lady Yang
- Researched Sprite animation
- Drawn in the Given Design
- Planned movement

Creating the Sprites:

- Traditional
- Digital
- Sprite sheet

TheCaseSolutions.com

TheCaseSolutions.com Pickups

Game Item: pick up

- Costs 10
- Unlocks items
- Power adds to player's score
- When bottle will fill for the control.
- All 30 assets might be rendered in 3D

Code 1

The wireframe prototype demonstrates several key features which we intend to implement in the final product. These features include:

- swipe movements
- random level generation
- player animation
- pickups.

The player will automatically move to the right. The player can try to pick up various objects which can either benefit or hinder the player.

While the player is moving, different animation will play depending on what the player is doing (ie what state the player character is in).

TheCaseSolutions.com

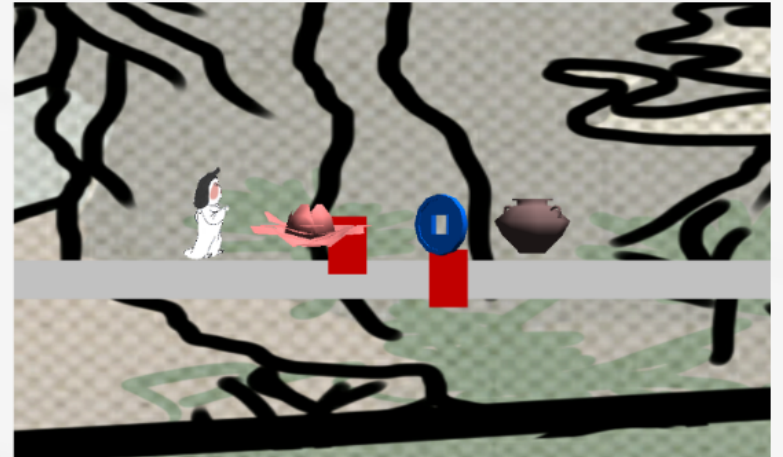
Code 2

In the wireframe we have been able to integrate both 3D models and 2D sprites successfully.

We're currently using the Unity Remote plugin to quickly test the game on our phones

For the next milestone we intend to implement:

- player acceleration
- the ability to choose where on the screen the Lady Yang appears
- an AI player to test generated levels
- pickup effects
- more obstacles - for which we have a framework setup for

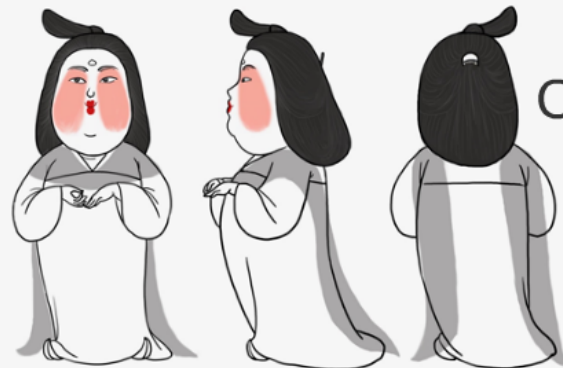
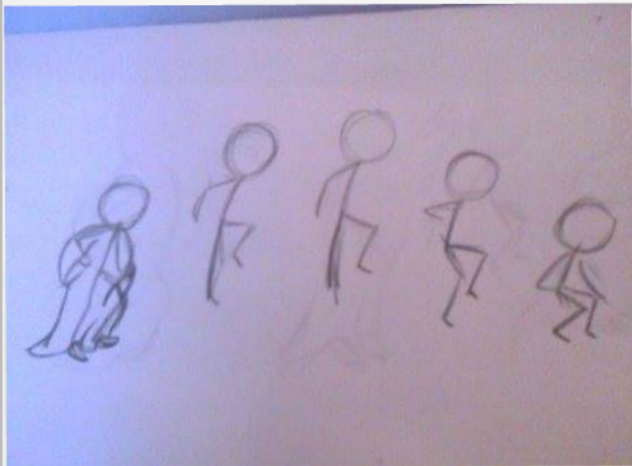


TheCaseSolutions.com

TheCaseSolutions.com

Character Design

- I have been researching and developing our Character **Lady Yang**
- **Researched** Sprite animation
- Drawn in the **Given Design**
- **Planned** movement



Creating the **Sprites**

- Traditional
- Digital
- Sprite sheet

TheCaseSolutions.com

Pickups



-Game Ready pick ups

-Coins for unlocking items

-Flower adds to player high scores.

-Wine bottle will flip the controls.

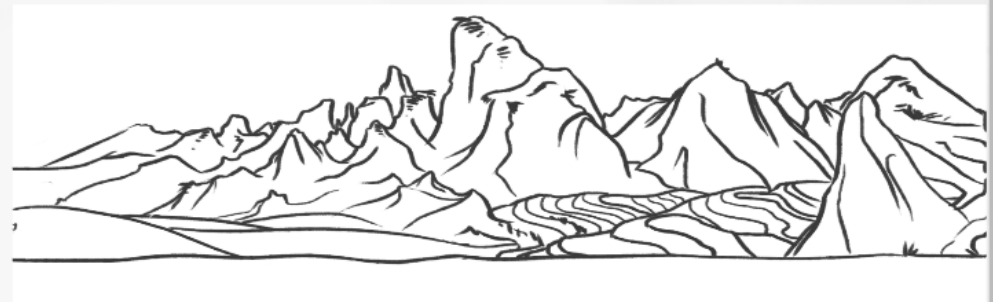
-All 3d assets might be rendered in 2D

Still to do:
• Add colour. (Pastels, keep focus
• Tidy up. (Make areas as seemle

Environment

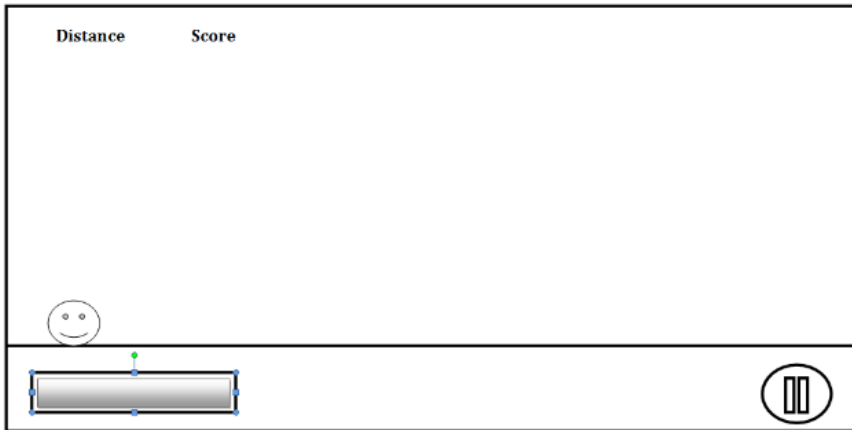
4 Environments: Palace, Town, Field and Forest.

TheCaseSolutions.com



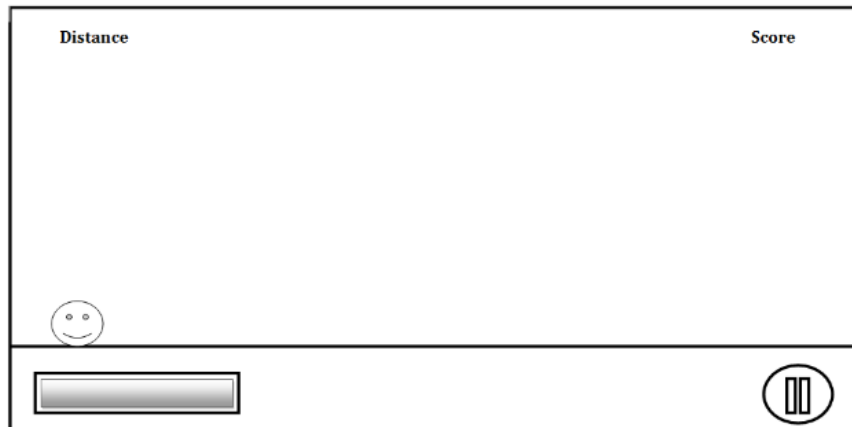
Based on time period. (Huaqing hot springs, pagoda forest, etc.)
Repeatable features for expansion if needed.

Top & Bottom Screen UI



TheCaseSolutions.com

Top & Bottom (But Spread out) Screen UI

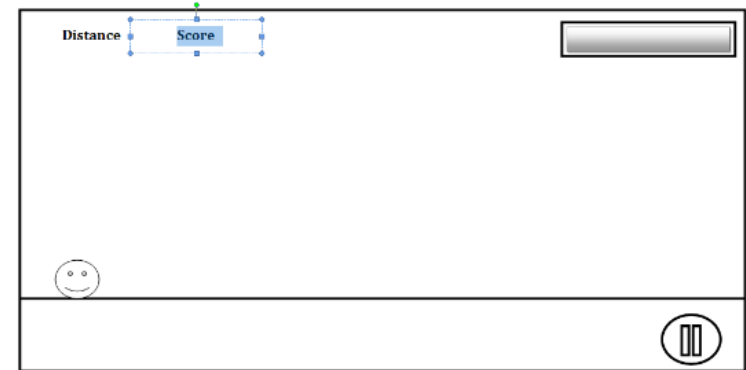


User Interface

We created multiple Layouts of the in game UI

For some of the UI's we looked at how gameplay would be affected and considered the possibilities of the UI obstructing the players views

UI on top of the screen



Playtesting

UI and Menu elements have been internally tested.

- User Stories
- Heuristic Evaluations

Cog. Walks and further evaluations will be performed as development progresses.

Two Phases

- Expert Evaluations
- User Evaluations

Early testing will be purely verbal, more polished versions of game will have follow-up questionnaires.

Aim for at least 2 hours of playtesting each iteration with feedback going back to programmers for changes.

TheCaseSolutions.com