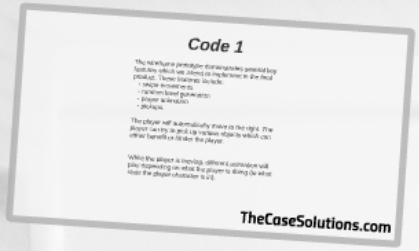
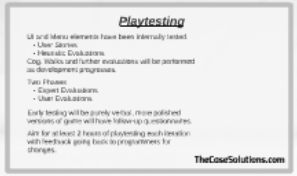
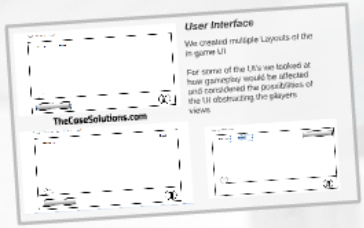
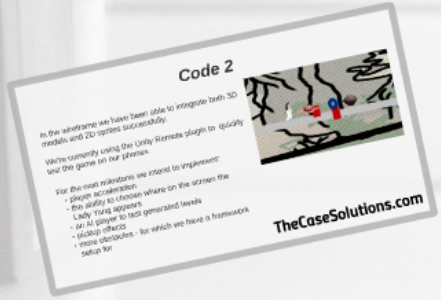
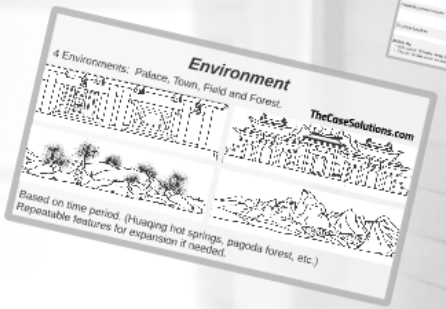
Video-Cats:
Wireframing and Prototyping











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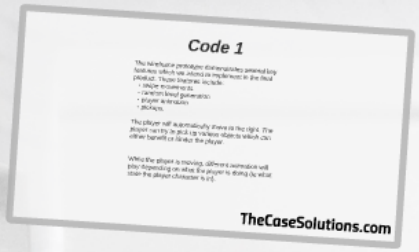

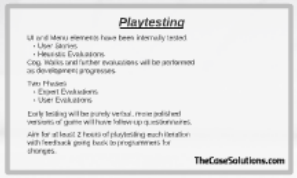

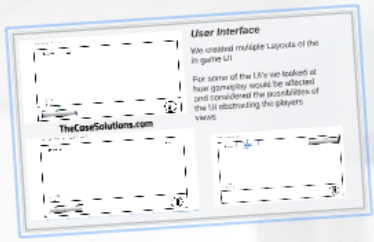

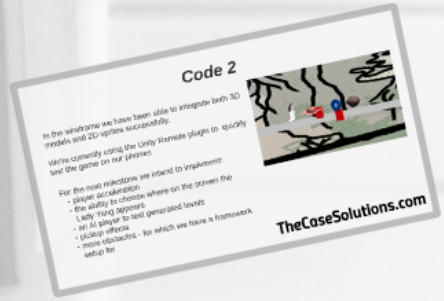

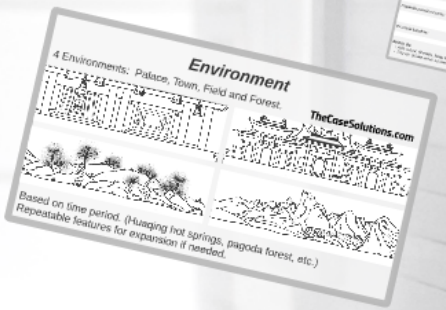

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Code 1

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.

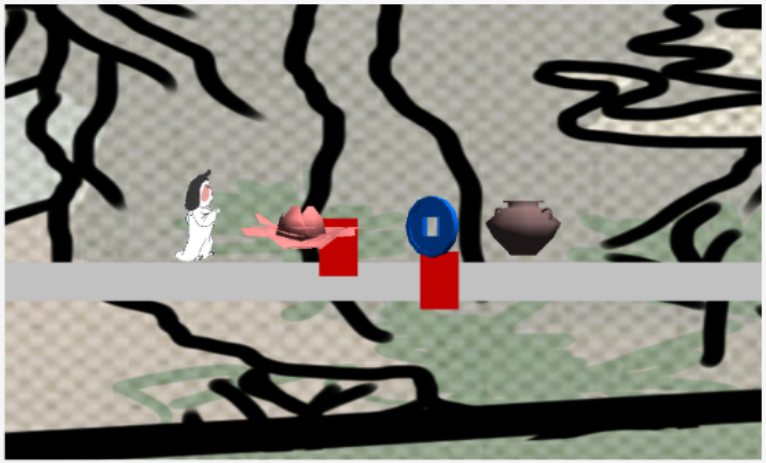
The player will automatically move to the right. The player can try to pick up various objects which can either benefit or hinder the player.

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

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

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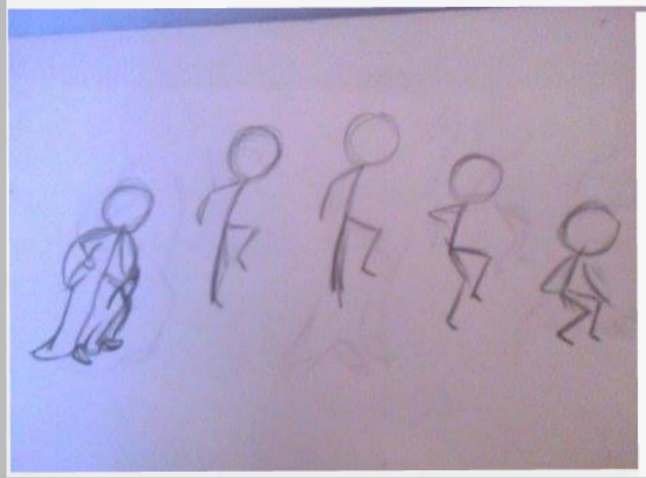
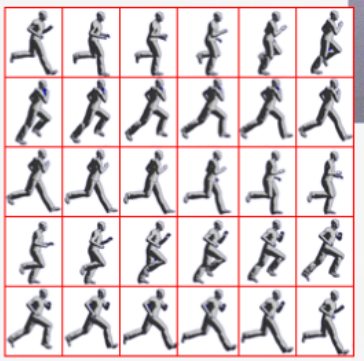
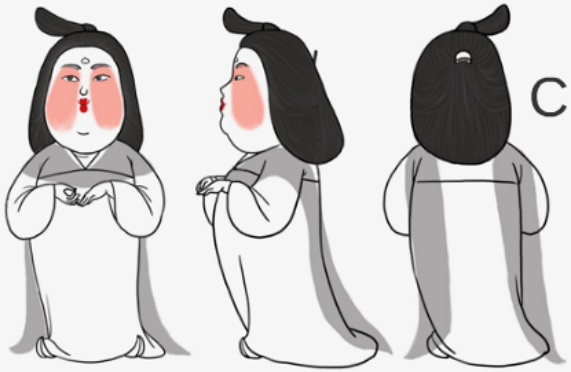
Character Design

- I have been researching and developing our Character **Lady Yang**

- **Researched** Sprite animation
- Drawn in the **Given Design**
- **Planned** movement

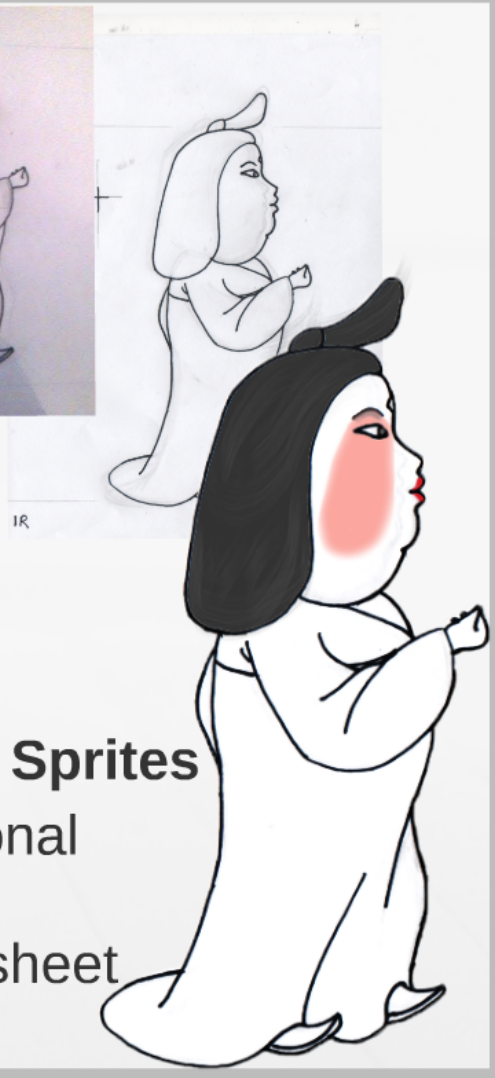






Creating the **Sprites**

- Traditional
- Digital
- Sprite sheet



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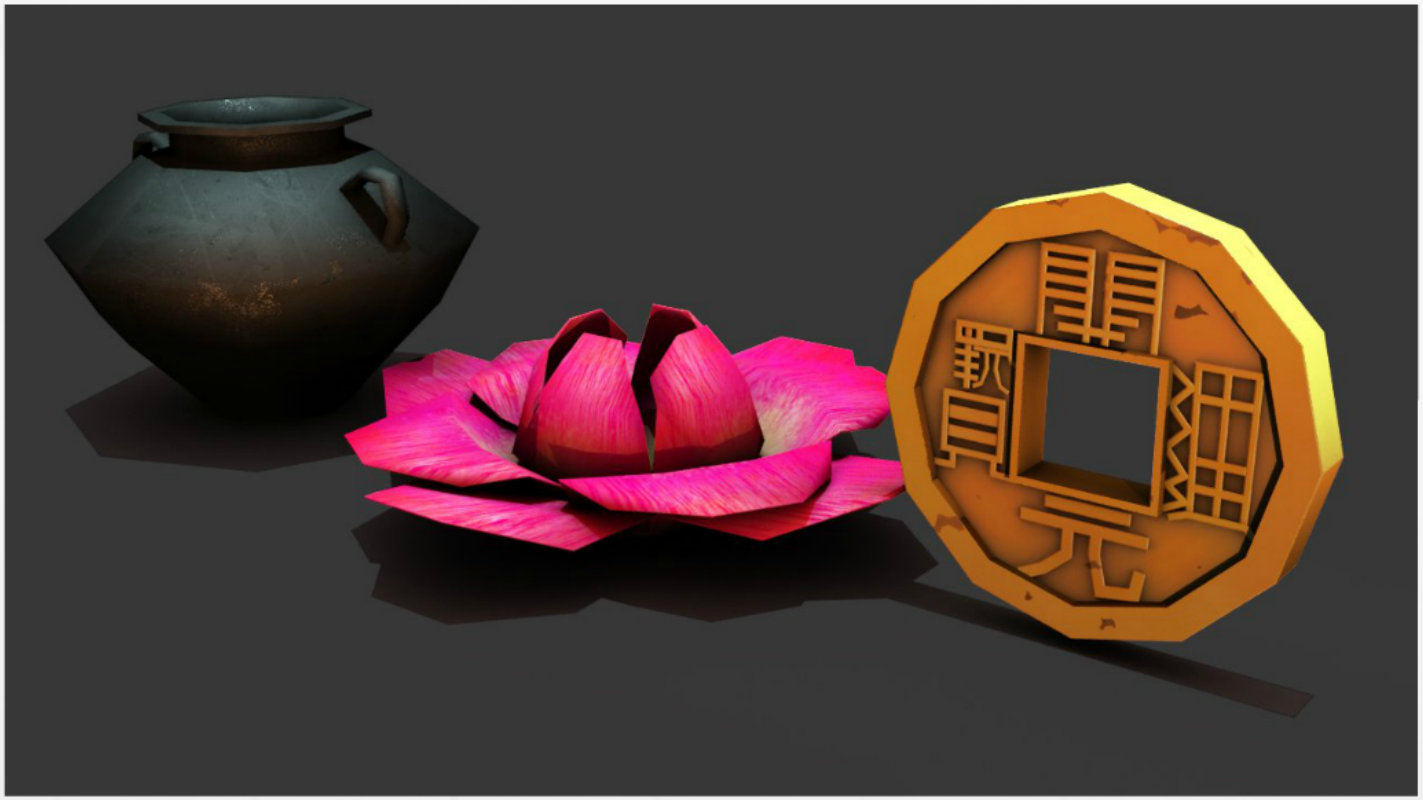
Pickups



-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.

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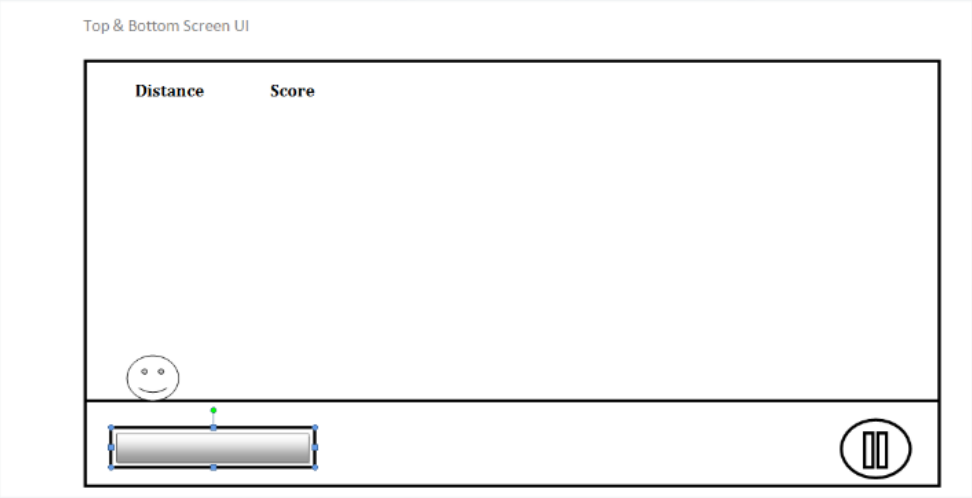
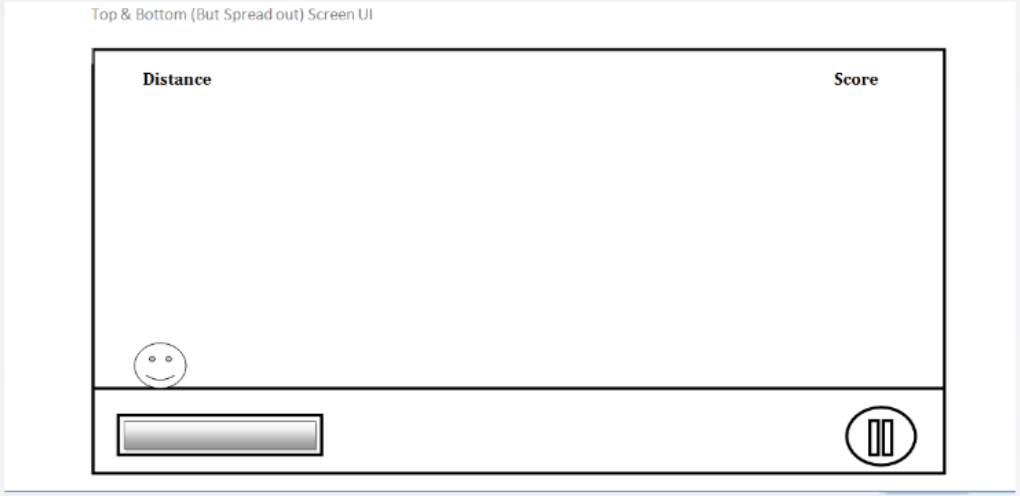
Based on time period. (Huaqing hot springs, pagoda forest, etc.)
Repeatable features for expansion if needed.

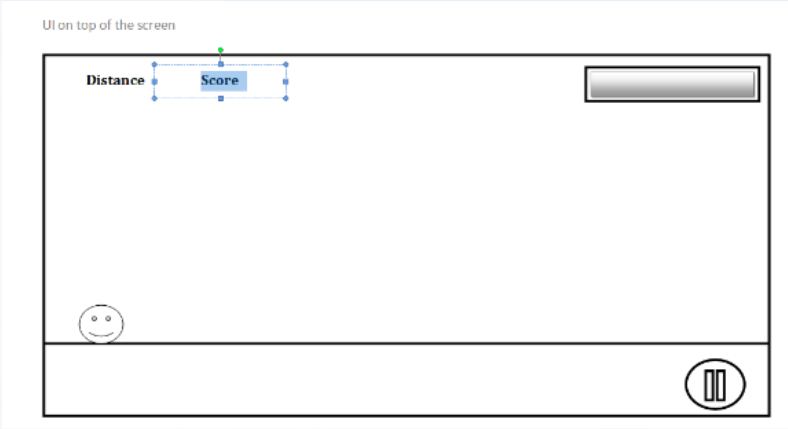


User Interface

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





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.