

Progress Report

28th February 2020

Overview

Our main focus over the past few weeks has been to complete the remaining functionality and refine the user experience.

We have redefined our game's identity, with users now participating in a story-led adventure by unlocking messages passed between characters, after each level. We have created an engaging sewer-based message in a bottle storyline for the game and updated our game graphics to reflect the storyline and the theme of the game for example, cartoon version of the characters. We have also developed a new name for the game, Of Mice and Messages, which reflects both the storyline and the game concept of sending messages through the sewer pipes.

We have also added an interactive tutorial to introduce the game concept and game mechanics to the user in addition to, redesigning the UI and refactoring the code. In addition, we have implemented a pause screen for the game, enabling users to take breaks from game play. The pause screen also allows the game screen to have a cleaner UI as buttons such as Home can be placed within the pause screen. We have also added additional challenges such as obstacles and funnels to make levels more challenging and varied.

We have also started writing unit tests for the core functionality of our game, in addition to carrying out user tests with semi-structured interviews. We are also currently writing the documentation for the game and the Unity 2D Eye-Tracking package to help enable others to contribute to the project in the future.

Completed Tasks

ID	Task
39	Obstacles that prevent the water flow from passing through them.
48	Unit tests to test expected functionality.
55	Continue improving the graphics and the sounds of the game.
56	Multiple target pipes in a level.
57	Level grid locks levels higher than the current level of the user.
58	Level grid highlights current level of the player.
59	Game completed screen displays total stars achieved in the game.
60	User testing of the game.
61	Game tutorial produced.
62	Begin writing documentation of code.
63	Improving efficiency of game.
64	Pause Menu implemented.
65	Storyline written.
66	Library of unlocked messages available to the user.

Project Status

We are nearing the final stages of development and are now focusing on refining and testing the game in addition to, creating more levels and developing resources to help enable open source contributions to the game.

Possible Problems

ID	Risk	Mitigation
2	Potential lack of flexibility in Unity.	Continue implementing the game in Unity. If further features are required investigate the possible integration of Unity with external libraries.

Two Week Plan

ID	Task
39	Obstacles that prevent the water flow from passing through them.
40	Visual indicators of when a user selects a game object using gaze-input for all objects.
48	Unit tests to test expected functionality.
55	Continue improving the graphics and the sounds of the game.
60	User testing of the game.
62	Continue writing documentation.
63	Improving efficiency of game.
67	Create multiple varied levels.
68	Continue writing storyline.
69	Refine user experience.