

Delaware Technology Student Association



MS Video Game Design
Harrington, DE
April 25th – 26th

URL: <https://pstsagroup.github.io/videogame2018/>

Team Numbers: 1021049, 1021047, 1021056,
1021048, 1021041



STUDENT COPYRIGHT CHECKLIST

(for students to complete and advisors to verify)

- 1) Does your solution to the competitive event integrate any music? YES ☒ NO ☐

If NO, go to question 2.

If YES, is the music copyrighted? YES ☐ NO ☒

If YES, move to question 1A. If NO, move to question 1B.

1A) Have you asked for author permission to use the music in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission (OR use royalty free/your own original music) and if permission is granted, include the permission in your documentation.

1B) Is the music royalty free, or did you create the music yourself? If YES, cite the royalty free music OR your original music properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any music into his/her competitive event solution.

I, D. Lee (chapter advisor), have checked my student's solution and confirm that the use of music is done so with proper permission and is cited correctly in the student's documentation.

- 2) Does your solution to the competitive event integrate any graphics? YES ☒ NO ☐

If NO, go to question 3.

If YES, is the graphic copyrighted, registered and/or trademarked? YES ☐ NO ☒

If YES, move to question 2A. If NO, move to question 2B.

2A) Have you asked for author permission to use the graphic in your solution and included that permission (letter/form) in your documentation? If YES, move to question 3. If NO, ask for permission (OR use royalty free/your own original graphic) and if permission is granted, include the permission in your documentation.

2B) Is the graphic royalty free, or did you create your own graphic? If YES, cite the royalty free graphic OR your own original graphic properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any graphics into his/her competitive event solution.

I, D. Lee (chapter advisor), have checked my student's solution and confirm that the use of graphics is done so with proper permission and is cited correctly in the student's documentation.

- 3) Does your solution to the competitive event use another's thoughts or research? YES ☒ NO ☒

If NO, this is the end of the checklist.

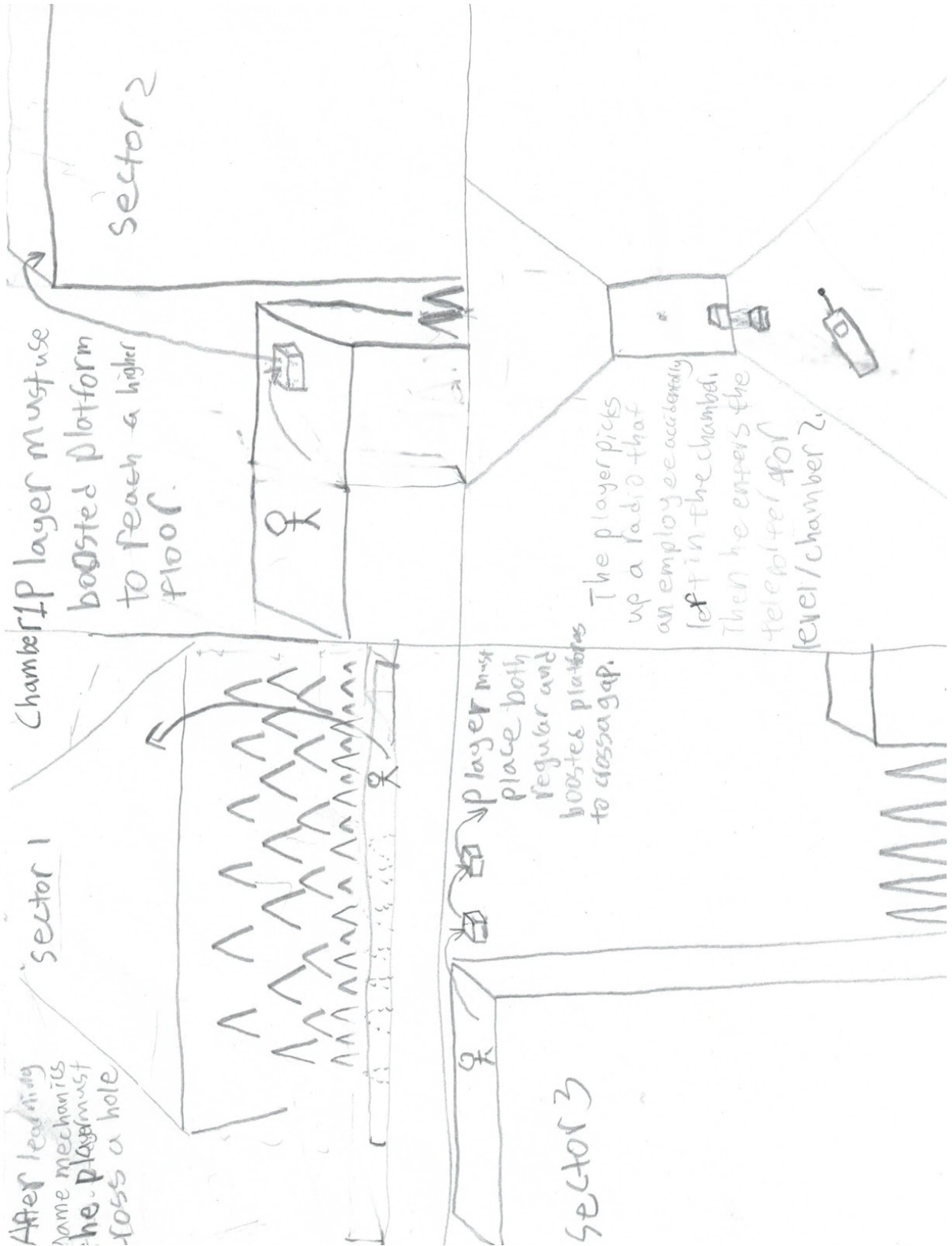
If YES, have you properly cited other's thoughts or research in your documentation? If YES, this is the end of the checklist.

If NO, properly cite the thoughts/research of others in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any thoughts/research of others into his/her competitive event solution.

I, D. Lee (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation.

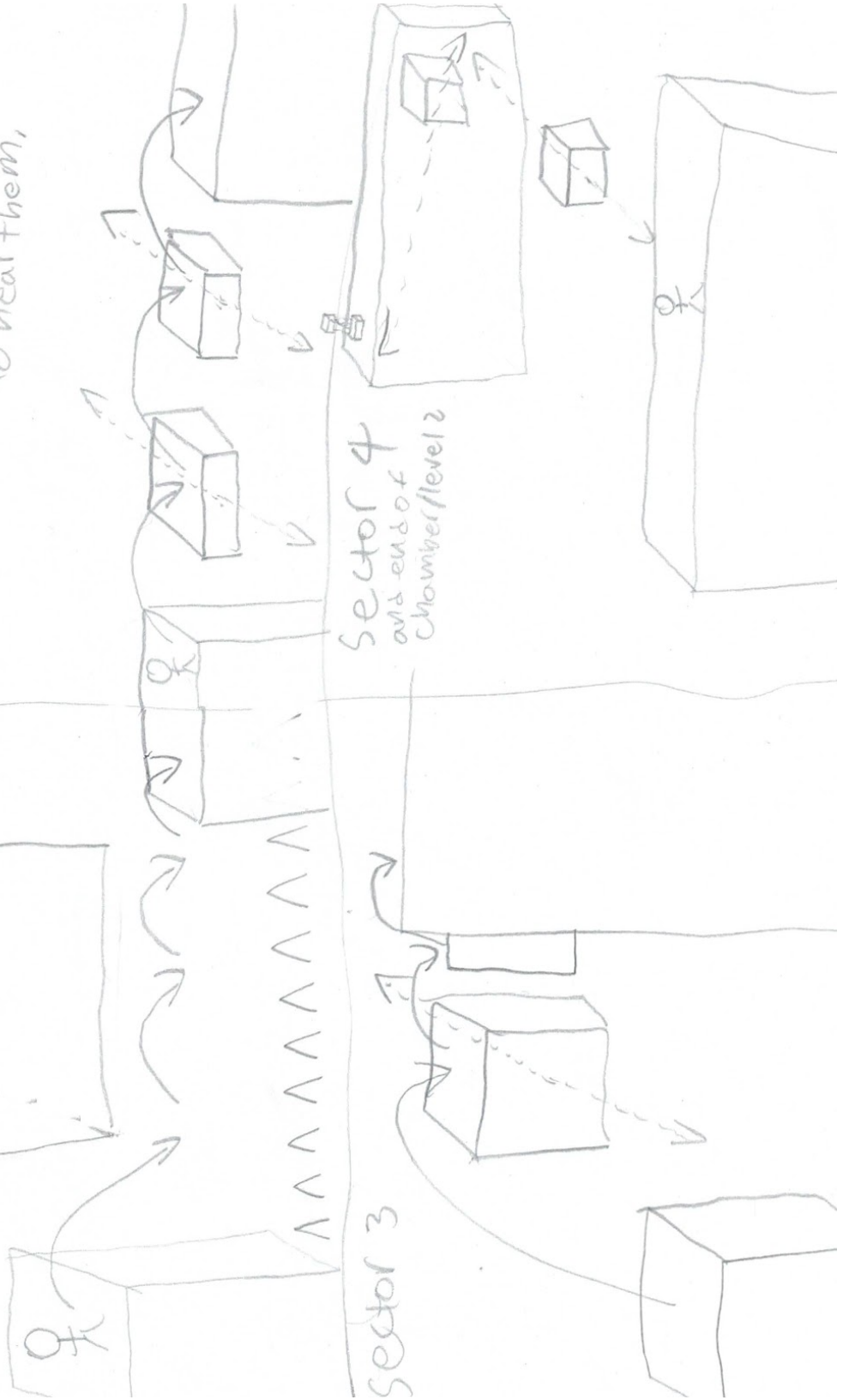
Storyboard



sector 1
people talking
through radio
explain intentions

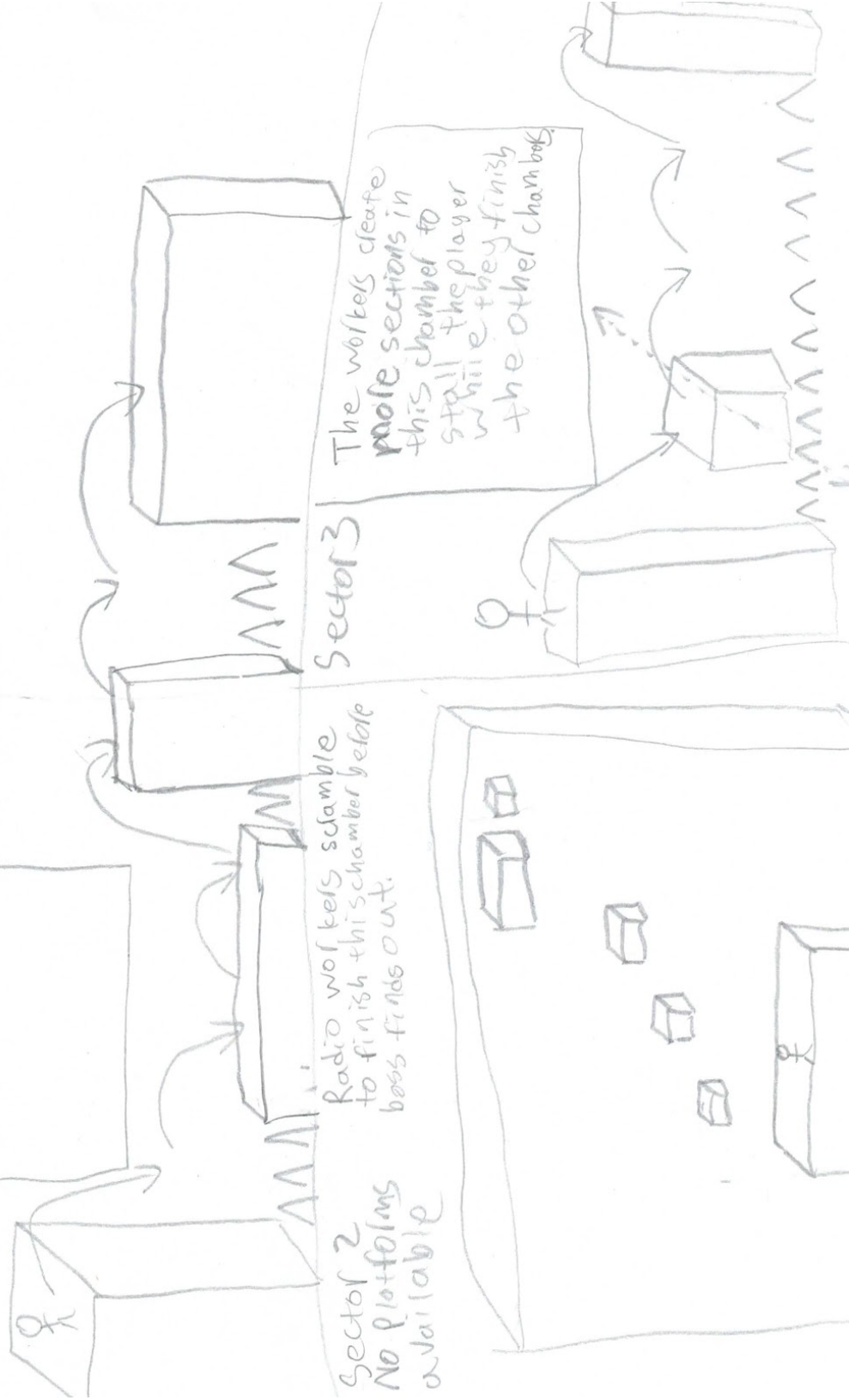
Chamber sector 2

people talking through
radio explain that
the player is not
supposed to be able
to hear them,



Chamber Level 3 Sector 1,

3. Radio reveals that the workers have not finish all of the chambers



Level 3 Sector 4

The workers fly to finish programming the chamber you are in and reveal that you can escape.



General

Disclaimer: Use Firefox or Edge for best performance. WebGL is still not fully supported in Chrome or Safari.

This game is meant for children and adults alike.

Like any other platformer, to move you use the W, A, S, and D keys and the mouse to look around. You may also use the spacebar to jump.

This platforming game places the player inside of a "Government IQ Test." The player is given the ability to create platforms. These platforms consist of regular platforms, a platform type easily identifiable by its name, and jump boost platforms, a platform type that increases your jump height. In the game, there are three levels (chambers) that are each divided into multiple sectors. Each sector requires the player to complete a certain task and along with this, they specify an allotted amount of platforms that you are allowed to use.

Special Mechanic: Building

In order to build, you must first enter build mode. To toggle build mode on and off, use the right mouse button. After you are in build mode, an indicator will appear on your screen showing you where your platform will be placed. Looking at where you want to place a platform will move the indicator there. In order to place the platform, simply use the left mouse button. To change the height of where the platform should be placed, simply use the scroll wheel. If you are using a trackpad, you may also use the keys E and F keys to change the height. If you lose the position of the indicator, you may press R key to reset the height. To toggle between regular and boosted platforms, use the Q key while you are in build mode. Additionally, you can press Z to undo platform placements and obtain your placed platforms back.

Storyline:

Level 1 - Intro

As you progress, a speaker in the room teaches you how to use the platforms. You utilize platforms such as regular and jump boost platforms to progress through these sectors. Everything seems normal until you stumble upon a mysterious radio that a worker presumably left behind in the chamber.

Level 2 - Radio

In the second level, the speaker still instructs you, but you are able to hear presumed workers talking in the radio from chamber one. Through this radio, you learn about some of your backstory along with the fact that these workers intend to contain you within this "IQ Test" forever. However, the workers are not aware that the player is listening in on their conversations.

Level 3 - Escape

In the third and final level, you are still using the platforms to finish these "tests." However, due to the workers' procrastination, the third level is not finished, leading them to scramble to finish building it while you are within it. The workers attempt to stall the player, creating purposefully hard sectors so that they can finish the chamber. However, due to unforeseen circumstances, in the end, the player is able to escape.

Controls

W: Move Forward

A: Move Left

S: Move Backwards

D: Move Right

Spacebar: Jump

Right Mouse Button: Toggle build mode on/off

Left Mouse Button: Place platform

Q: Toggle between regular/boosted platforms

E/ F/ Scroll Wheel: Change platform height

Z: Undo platform placements



TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK

Date	Task	Time involved	Team member responsible	Comments
2/8/18 1	Come up with mechanics for game	45 min	Jonathan, Nathan, Stephen, Richelen, Ethan	Decided on test chamber premise with building
2/9/18 2	Program movement and camera controls	1:30 hours	Jonathan	Movement and camera working.
2/15/18 3	Program building mechanic	1:15 hours	Jonathan, Nathan	Mechanic does not work yet.
2/20/18 4	Finish building mechanic	1:30 hours	Jonathan, Nathan	Finished mechanic with regular platforms
2/20/18 5	Find music that fits theme.	45 min	Richelen, Stephen	Found Royalty free music for game
2/27/18 6	Draw design for walls and platforms	1 hour	Ethan	
Advisor signature <u>Mr. Lu</u>				



TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK

Date	Task	Time involved	Team member responsible	Comments
3/1/18 1	Draw level designs	1:30 hours	Nathan Stephen Richardson	Finished 1 and second level design
3/1/18 2	Implement boosted platform & fix jumping bug	1:30 hours	Jonathan	Player still gets caught in ceiling when jumping.
3/2/18 3	Write what radio and room will say	1:30 hours	Ethan Nathan Stephen	Decided on the radio peoples motive and wrote script for level 2
3/4/18 4	Finish script for radio and room	1 hour	Ethan and Nathan	Finished script
3/5/18 5	Fix bugs, make moving platforms and create levels	2:30 hours	Jonathan Nathan	player no longer sticks and levels are done.
3/6/18 6	Make radio and room write text on screen	1 hour	Jonathan	
Advisor signature <u>A. De</u>				



TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK

Date	Task	Time involved	Team member responsible	Comments
3/7/18 1	Edit script	1:30	Nathan, Ethan	
3/7/18 2	Start documentation	1:30	Stephany Richieu	
3/7/18 3	Upload game to website	1:00 hour	Jonathan	create group github account to upload to pages
3/10/18 4	put in edited script	30 minutes	Jonathan	
3/11/18 5	upload documentation	30 minutes	Nathan	
6				
Advisor signature <u>P. La</u>				

Copyright

All forms of music are royalty free, and all forms of art are self-made. The radio static sound was provided by Soundbible.com and is licensed under Attribution 3.0. The music was provided by DL Sounds.

Menu screen music:

Royalty free music provided by DL Sounds

<https://www.dl-sounds.com/royalty-free/superboy/>

Game music:

Royalty free music provided by DL Sounds

<https://www.dl-sounds.com/royalty-free/power-bots-loop/>