Keyboard Jam Submission Form

Information

Assignment link: https://artcenter.instructure.com/courses/12602/assignments/62509

- Name - Ayaka Hsueh
- Itch.io page - https://pompoko-barry.itch.io/spelpy

Checklists

Technical Details (60%)

This checklist will be identical for all projects and makes up the majority of your grade.

Need help? Itch.io upload details here: 🔲 ArtCenter - Itch.io and WebGL

- ☐ 20% Playable on Itch.io
- ☐ 5% Functioning win condition(s)
- ☐ 5% Functioning lose condition(s) *(Should be unique from the win condition)*
- ☐ 5% In game "Restart" button *(No reloading the browser page)*
- ☐ 5% Only one "Fullscreen" button
- ☐ 5% UI should scale properly *(Windowed and fullscreen)*
- ☐ 5% Sensible default resolution *(Recommend 960 x 540 in Unity)*
- ☐ 5% Up to date Git repo *(Linked in your Itch page description)*
- ☐ 5% Add your game to the class doc 📄 EGAM 102 SP25 - Itch Links

Lecture Details (25%)

These will change based on the given assignment.

- ☐ 5% UI - Custom Font

Implement a custom font using Text Mesh Pro. Font files are easy to find at
https://fonts.google.com

- [ ] 5%   UI - Dynamic Text

  Include UI text that "updates" during the game (For example, a timer or score counter).

- [ ] 10%   Lists and Loops

  Use at least one list and one loop in your code. In your Itch page description describe which specific list/loop you used and why.

- [ ] 5%   30 second gameplay video

  Record and upload a 30 second video of your prototype to your Itch page description. Make sure to include footage of the win and lose conditions.

Design Details (15%)

Remember, this section is about going "above and beyond" expectations. Prioritize only one or two of these subsections and provide a brief summary of how you achieved each in your Itch page description.

- [ ] 0-5%   Balance

  Your game has deliberate pacing and thoughtful difficulty. Players are given interesting risks and rewards to juggle - using a powerful ability should have meaningful consequences. The experience can be challenging, but should feel "fair" (Tune difficulty for the player, not yourself).

- [ ] 0-5%   Communication

  Spend time and effort on clear and effective feedback for players. "Good" actions in your game should give players a positive satisfying feeling, while "bad" actions should give players a negative avoidant sensation.

- [ ] 0-5%   Iteration

  Your game mechanics have gone through several rounds of changes and improvements, based on your design instincts and playtesting feedback. Your gameplay should feel well defined, with an intuitive flow between mechanics.

- [ ] 0-5%   Freshness

You're trying something new for this class - a different genre, a unique style, a new programming technique, a novel gameplay structure. Exploring and diversifying your approach to prototyping will rapidly expand your skills.

Final Grade

- Technical: ___% *of 60%*
- Lecture: ___% *of 25%*
- Design: ___% *of 15%*
- *Late Submission:*   ___% *of -10%*
- **Total:**   **___% of 100%**

<u>Outside Help</u>

Typing game tutorial: https://youtu.be/HvMrOoUeqO0?si=FzcJ4EPWoZKZgkUv

Error message reddit help:
https://www.reddit.com/r/learnprogramming/comments/krkrxj/c_the_type_or_namespace_name_list_could_not_be/

Text vs TMPro help:
https://www.reddit.com/r/Unity3D/comments/fdtuf7/how_can_i_reference_textmeshpro_text_in/