Title

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[This document works as a sample template
to describe formatting and structuring requirements for
your folio submissions
        ]

Abstract
This project statement needs to include:

Inquiry (your specific question and how this is being addressed by your method)

Related Practice and/or Theories

Significance (the value and importance of the project to the field)

Your abstract should not exceed 150 words.

Authors Keywords
Authors' choice; of terms; separated; by semi-colons
Mandatory section to be included in your final version.

A reflection on past
semesters practice

What I am making?

I am making an interactive 3D game
involving colors where you mix colors to
make another color. In the game there
are four colored balls with a colored
hoop. In order to play the game,
you have to place two colored balls that
make a particular color into the hoop.

Why?

I want to explore this type of game because
I want players to interact, play around and
learn the
mixtures of colors.

Significance?

This game is part of community
practice as it involves players in
problem solving. It teaches
them the understanding of mixing
colors together in a fun and
interactive way.

Related Works:
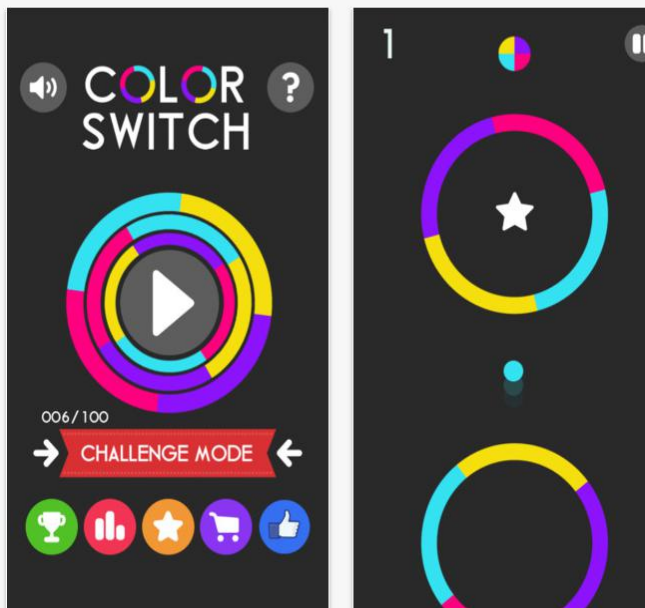
Color switch

This game is about how
Long you can keep the ball in the air.
This game involves tapping on
screen and controlling the ball
through each obstacle. Each time,
the color of the ball will change.
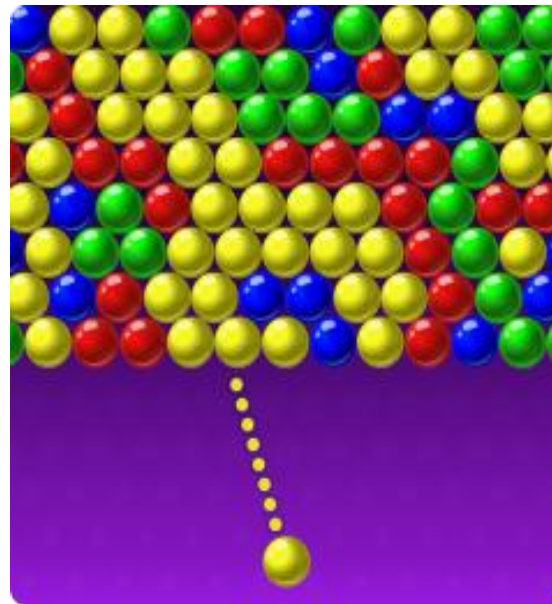
Bubble shooter:

It is a classic puzzle game where
you need to make sure three or
more bubbles of the same color
connect to make them disappear.

Color Bump 3D:

It is an arcade game with retro
graphics. In this game you have to
control the ball and avoid hitting any
objects that are not the same color as
the ball.

At the beginning I had many ideas of making my game but it was similar to the games we see on app store. The three
games above are the games I really like playing during my free time. These games are a big inspiration towards my
project as I really want to play with color but in a different way. I decided to make a game in which players play with the
mixtures of colors.

Ideas:

In the first week, I started thinking about the project would undertake for this semester. I thought of doing something in 3D Animation because I love 3D and it gives me more space to move around freely. I started of my project with a very broad idea. I decided to do something in horror.

I thought of doing horror because I love watching horror movies. I wanted to bring nightmares to life. I thought it would be interesting to see how players interact in a gameplay.

In the Second week, I spoke with Matt and Jadd about my idea. They seemed to be unhappy with the idea as I didn't have the right details for my inquiry and significance. I started struggling with this idea and decided to change my project. To me, horror is a very big topic and complicated. There are some people who love horror and some who don't even find horror, horror. I decided to stop thinking more and move on. I didn't want to make a game in which people don't actually engage with the game.

In class, I started to make a mind map starting of with a main title: Interactive game. I started scribbling around and came Up with a project that I could develop and work on for the semester. I decided to make a game based on colors where players can mix colors to make another color.
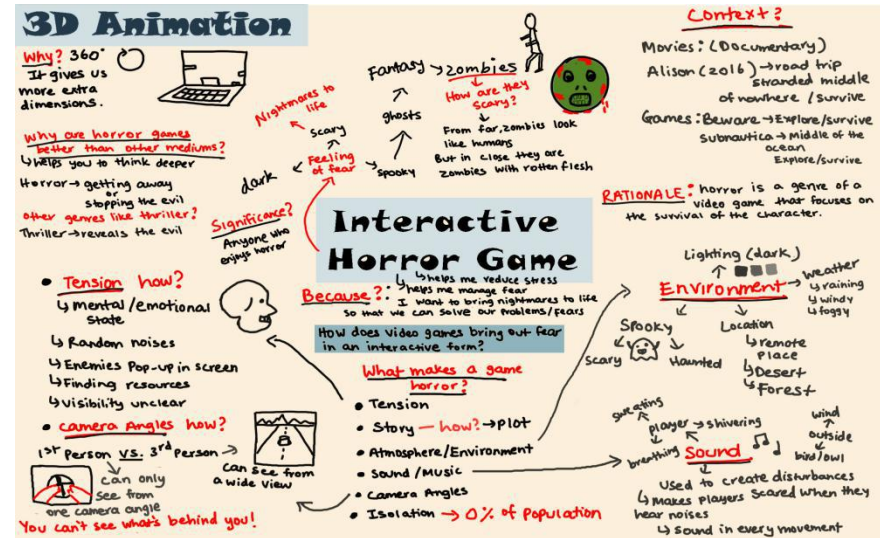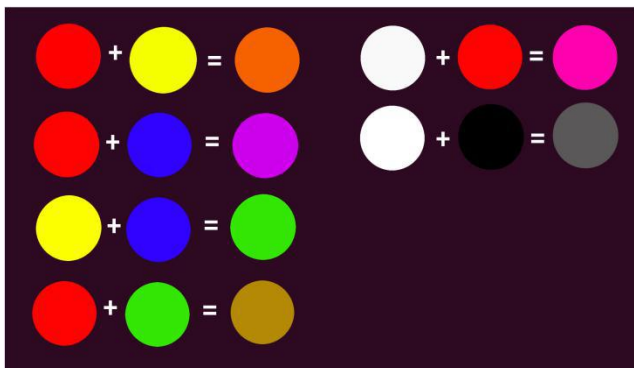
I then made a color mixing chart. It shows what two colors can make when they mix together. It would be interesting to see players play my game and engage in a gameplay.

Colours

TESTS:

I am going to make my game in Unity, as it is well known software for making games in pc/ios/android. This is my first time using Unity. It would be a nice experience to learn and use this software.

I started of by making the scene for my game. I created four colored spheres and placed it onto the plane. I then created a hoop on Maya and imported into my Unity project. In this game you have to shoot inside the mixed color hoop by dragging and shooting the correct two sphere balls that make that color. For ex. Image .. you should choose red and yellow colored ball to shoot inside the orange hoop as red+yellow=orange.
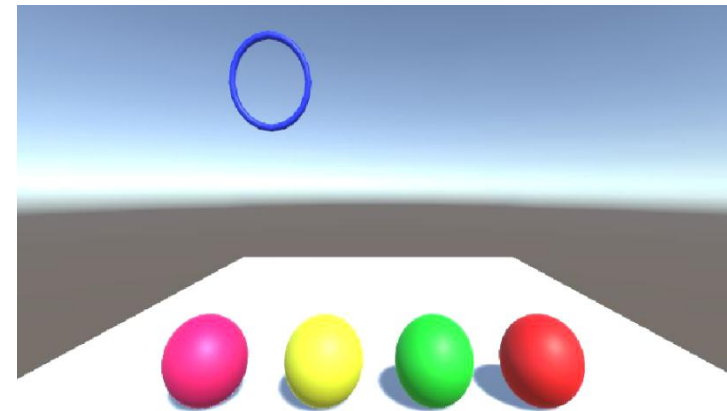
Making Levels:

I am going to start of by making two levels. By this I would be able to understand the prototype of my game. I would be Able to understand the game movement of the spheres.
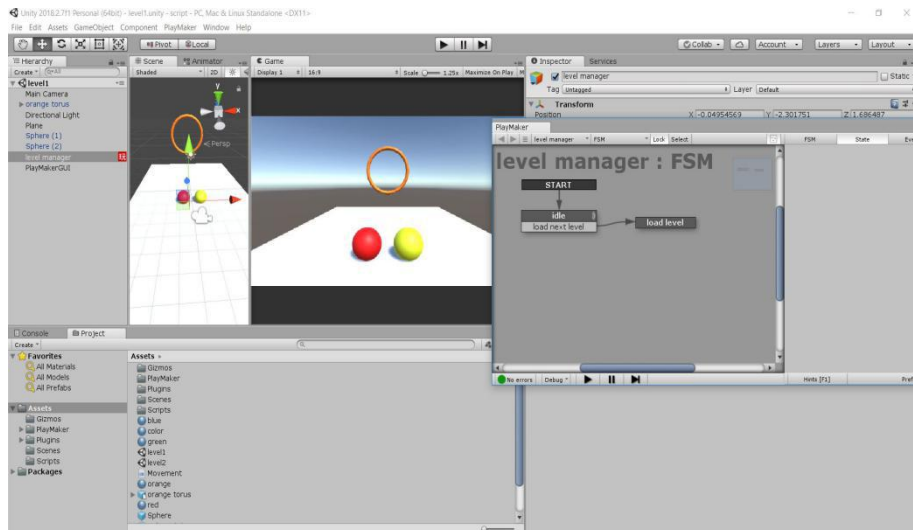
To make levels I will be using player maker as I find it much Quicker and easier to use.
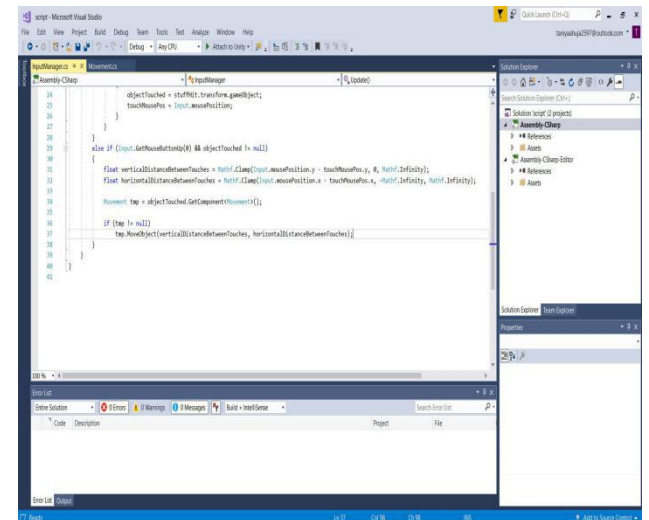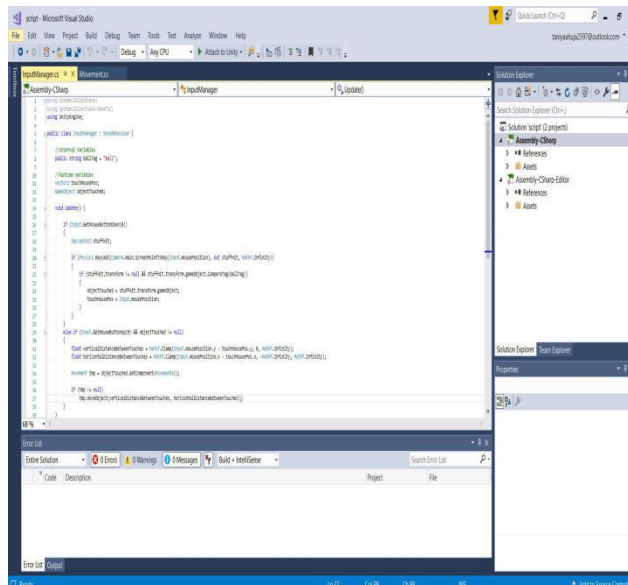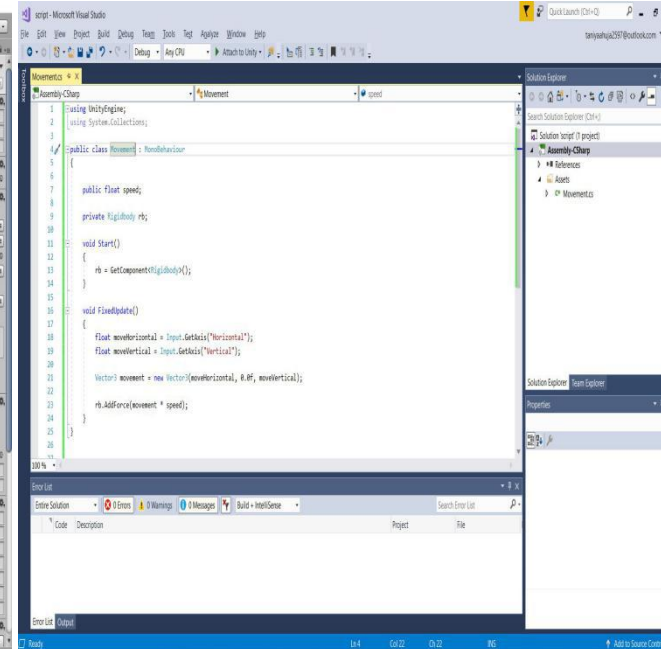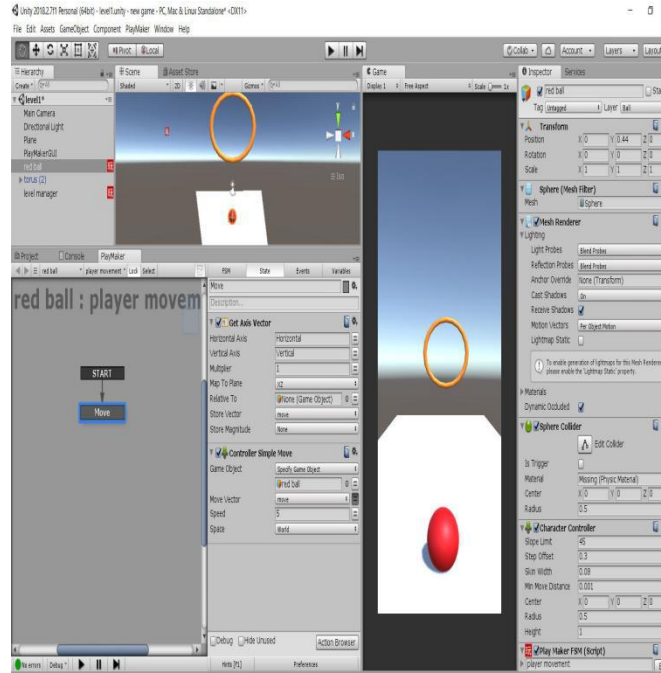

Level 1

Level 2

5
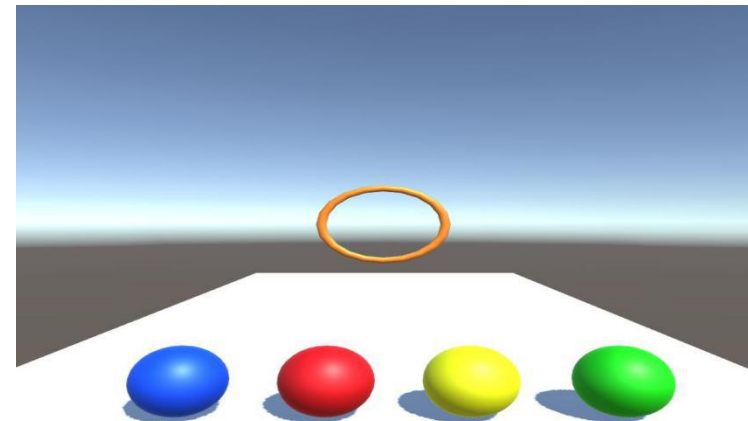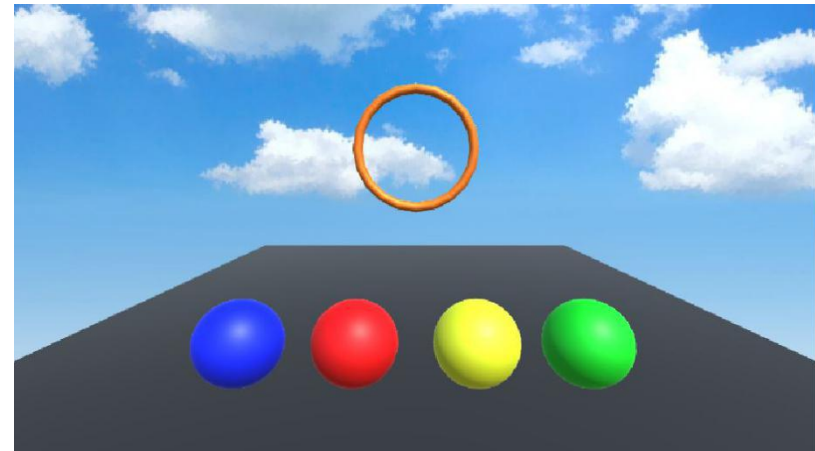
Tests:

After doing that, I started working on the movement of the sphere. I didn't know how to start. I started looking at YouTube tutorials and found out that there are two ways in making the ball move. Either I could choose to use playmaker or I could do coding and scripting.
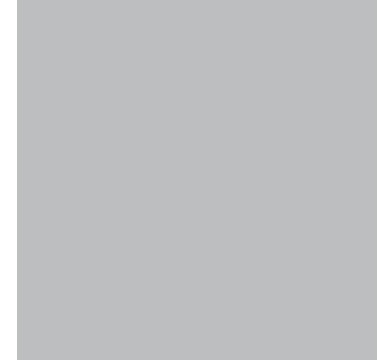
I tried to use playmaker. I found it very easy to add the nodes. I was happy that the ball moved in all directions. I also tried to use scripting. I found that a bit difficult but I also got the same results. The ball was moving in all directions.

After getting the balls to move I Noticed that it was moving together. I wanted the players to be able to Select onto the ball and move it Separately. I started working again in Scripting and I finally got the results. I Was able to move them separately by Selecting onto the ball and moving them.

I was struggling to make the spheres to Move upwards. I looked at many tutorials but I couldn't figure out what to do. I showed my Work in progress to Jadd and he was able to Help me out and add in the details I was missing onto my script.

The next thing I had to do was add swipe gestures, so that I could move the ball left and right using the mouse.

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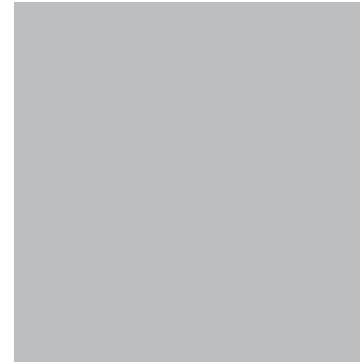
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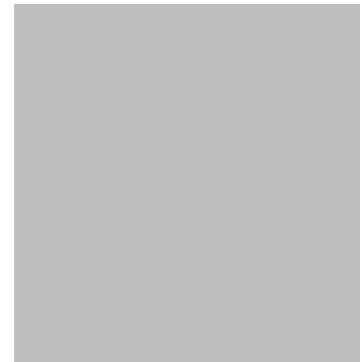
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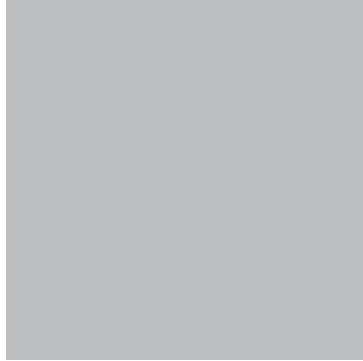
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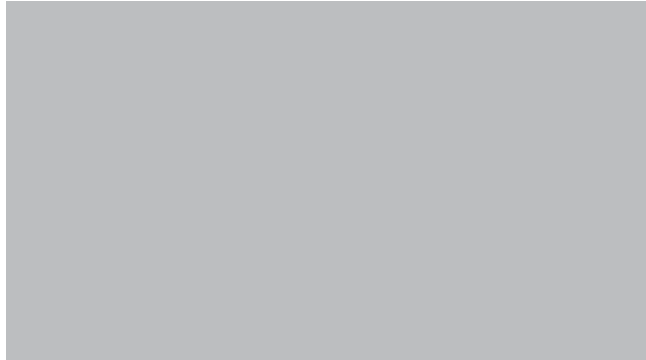
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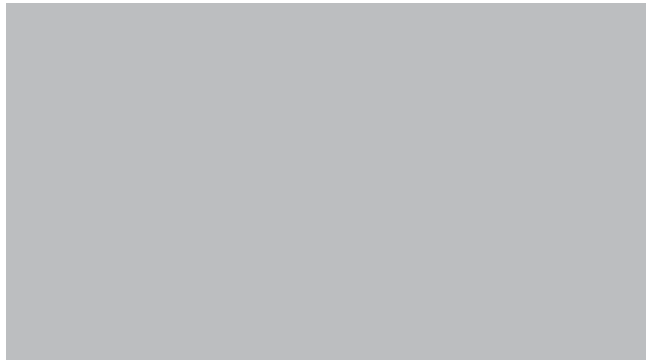Ciaeceptasi aut anducit voluptaspisUs comnihilla qui to dolo dunto doloreptio occus, volores earunt alite persper uptassed quis dipidesciis si simolor ehentur sit officipsum ut mi, dunto dolorep

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