9/20 (Area 51)

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Introduction:	Work Break Down Structure		Game Screenshots:
My Role:			
The Process:	Plan Research Start the Build Unity Sketch the levels and characters Game Mechanics Basic Mechanics Replace the assets	Test solo Test in a Group	
	Method: 1. Timeline:	Results:	Inspiration:
	2. Procedural system of communication and documentation:		
Hypothesis:		Conclusion:	
	Materials: Software and creation: 1. Unity 2. Laptop 3. Pens and pencils 4. Loose Leaf Paper In game assets: 1. Code 2. Animations		

3. Scenery4. Artwork