

9/20 (Area 51)



John Colonna | Game Designer

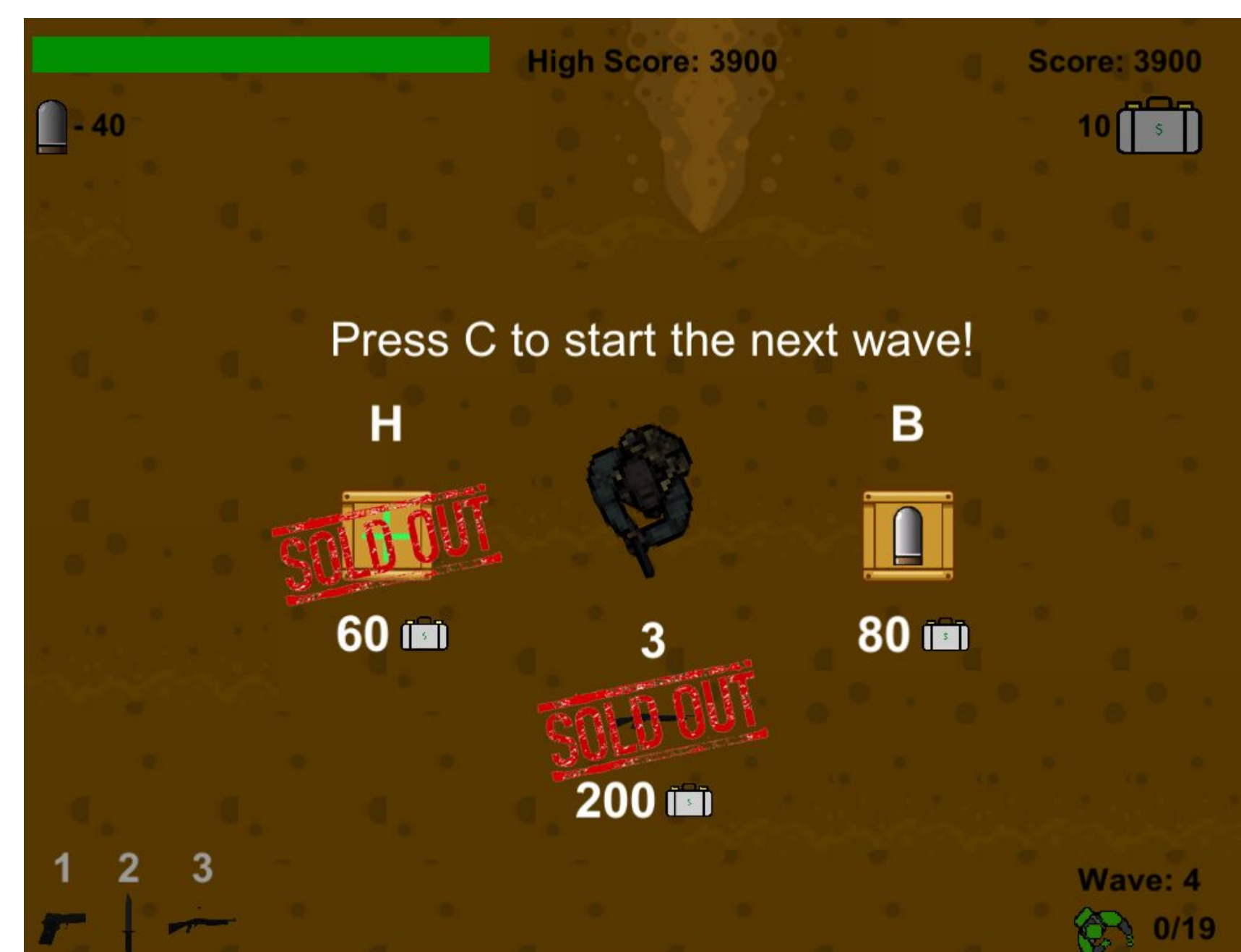
Department of Emerging Media Technology



Game Screenshots:



The title screen.



The in game shop.



What the player sees in game.

Introduction

9/20 (An Area 51 Raid Game), is a top-down shooting game developed by John Colonna, Sabrina Ramos, and Anthony Rivera. The player assumes the role of soldier Briggs, who is doing all he can to stop the raid on his base. Using the Unity Game engine, we have created a working and playable demo. We created an ambitious game design document, divided up the different roles, and got to work on the project.

My role:

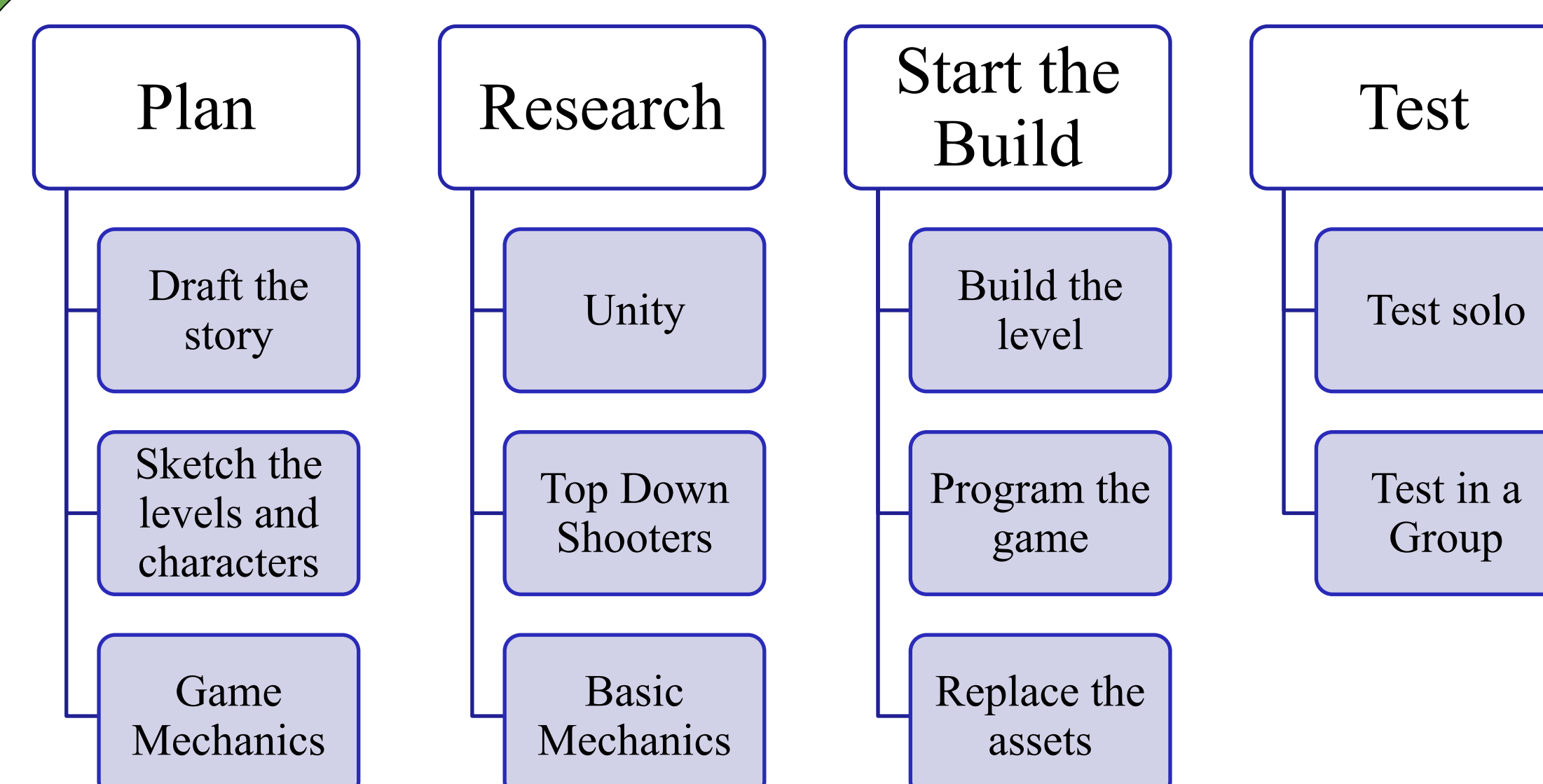
My main focus for our game was the different UI elements, or the User Interface. This is all of the things the player sees during the gameplay. I also developed the shop system for the game, as well as the wave system. The shop helps the player by offering ammo and health, as well as new guns, while the wave system is what will progress the game. The player will have to kill a certain amount of enemies each wave, and will try to get the highest score that they can.

Goals

Our main goal was to create a working demo of our game that included all of these elements:

- Start screen
- Main level
- Player functionality
- Health and ammo pickup
- Working shop
- Functional enemies
- Wave system
- Game over screen

Work Breakdown Structure



Materials

Software and creation:

1. Unity
2. Laptop
3. Pens and pencils
4. Loose Leaf Paper

In game assets:

1. Code
2. Animations
3. Scenery
4. Artwork

Schedule

February:

1. Learn the project
2. Finish the GDD
3. Assign roles to each group member
4. Begin work on the UI elements

March:

1. Continue work on the UI
2. Implement a shop system
3. Bug fixes

April:

1. Finalize UI placement and elements
2. Fix up the shop
3. Bug fixes and testing

May:

1. Finish all elements of the project
2. Finish all documentation

Conclusion

The project overall was a huge success. We were able to accomplish all of the goals we set out to do, and we are all very proud of the work we've done. I love the way the final UI looks, and I hope people get a chance to play the game. We plan to continue working on the project even after school and culmination end because we fell in love with the project. I learned a lot about time management and how to work on a team, while also getting a lot of work done. While we were forced to work remotely due to the circumstances of the world, we were still able to design and build a fantastic game.