LIFE Project Portfolio

Team name: Team -4

1) Project report

The project is a part of the LIFE project and attempts to provide information about the storyboarding research method to the player in a learning game format. It's based on this original idea.

Idea: The concept is a point & click noir-style detective game with visuals inspired by comic books. It includes interactive elements such as dialogs and storyboarding mechanics.

Due to the format of the project being an educational game, it has two goals:

1. Educate
2. Entertain

Goal to entertain: To make the game fun by using logical clues which pair together with a storyboard while keeping the player interested in the game.

Goal to educate: To introduce the player with the concept of research through a storyboarding method.

Problem and importance: Storyboarding is an important research method that can aid in visualizing the path from start to finish. It's good for things like processes, articles and events. Combining visual clues and logical thinking, this interactive approach can provide students the tools to effectively solve issues by visualizing things one step at a time.

To achieve our goals, the project was broken into sub-goals for the game-developing process:

1. Come up with game concept (research problem, game design and etc);
2. Create a project plan;
3. Create a game-design document (including story, levels, core mechanics, challenges etc.)
4. Create game assets (art, dialogues, objects and etc.);
5. Combine all elements to make a prototype;
6. Polish and finish game mechanics.

As a final result we will provide the learning game about storyboarding.

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Our team includes 5 members.

Id	Name	Role	Contacts
1	Kristjan Põldmets	Developer	poldmets@tlu.ee
2	Natalie Mets	Product Manager	nataliem@tlu.ee
3	Andrey Babichev	Artist	babichev@tlu.ee
4	Yugishtha Ashokbhai Shrivastava	Writer	yug@tlu.ee
5	Martin Jagodin	Developer	mamba@tlu.ee

Methodology: The main method that is used in this project is the storyboard method. For creating a learning game we need to figure out this research method and how it works.

Also we are using a prototyping method. This method is important, due to before providing the final product (learning game) there is the necessity of creating an intermediate version to test the functionality of our ideas.

Stakeholders: University professors, University and high school students (18+ and 15+ y.o.) , who are interested in the storyboarding research method. Supervisors of HITSA project.

Sustainability of the project: For achieving sustainability of the project we have deadlines. In the framework of *"Games of Research Methods 2"* it is necessary to move forward and provide an overview of the game development status in time, to make the process sustainable and effective. Role dividing also allows each team member to focus on one field of the project and create their own activity plan.

Results: All ours results can be divided into 3 groups: game-design documentation, assets and the game. The first group is more about ideas and structure of the game. It was combined into one document. The second group is related to visual aspects of the game and everything that the player can see during gameplay. The resulting work can be seen in this asset folder. The third group is the final version of the game, which will be provided during the final session.

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2) Project action plan

The table below shows sub-goals and are ordered by the chronological order in which they were handled. In our situation, some goals were handled by varying team members, instead of the appointed person.

Activity and short description	Time	Stakeholders	Person responsible
Game concept (take already an existing or come up with a new game idea)	September	Supervisors, Our team	Andrey, Kristjan
Project plan (describe project scope,time plan, resources and etc)	October	Supervisors	Kristjan
Game assets (creating game assets, like objects, backgrounds, characters and etc)	October, November, December	Supervisors, Our team	Andrey, Kristjan
Game design document (goals, game challenges, rules, mechanics)	October	Supervisors Our team	Andrey, Kristjan
Mid-term presentation (present ours results)	October	ELU, our team	Natalie, Kristjan

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Prototype developing (coding to create a prototype)	October, November, December	Our team, Supervisors, ELU	Kristjan
Story (creating game story)	November	Our team	Natalie, Yugishtha
Media Coverage (creating game logo and slogan)	December	Supervisors, Our team, ELU	Natalie, Andrey, Kristjan
Final project developing (coding to create game)	October - December	Supervisors, Our team, ELU, HITSA	Kristjan

3) Media coverage

Solve mysteries and develop your research skills in a fun way! Use logical connections in an interactive Noir-style setting to learn the storyboarding research method. Guide the detective through multiple interactive scenes to collect clues for piecing together what happened.

This game image will be posted on Digital Learning Games Facebook group.

4) Self-reflection

As part of the project, I learned a lot in different areas (from research methods to the technical aspects of creating game assets), and improved not only my visualization skills, but also my skills in teamwork, working out solutions in conditions of tight deadlines, time management and practicing English language in working conditions. I believe that these skills can be useful in my future job and pleased with the experience that was received. I would gladly participate in a similar project again.

Andrey Babichev,

Haridustehnoloogia

The most important lesson I've taken from this project is to not take on too much of a workload when dealing with development environments, to which I am still unfamiliar with. My lack of heuristics regarding game development in all its aspects made all progress extremely slow. Thankfully the project has left me with a good understanding of Unity and future projects with it are sure to be a much more enjoyable experience.

Kristjan Põldmets,

Informaatika

I've enjoyed working with teammates from disciplines I can not collaborate in my every day activities. It has been fun and educating process to follow my team in game development. It has also been a creative process as I've gotten to work with aspects I'm more familiar with : product management and creative writing.

Natalie Mets,
Sociology

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I think it was a great experience because people of many different backgrounds collaborated together and were able to create something tangible even during the tough pandemic times. I was able to get more insight into game-development planning and get feedback from people from various backgrounds regarding my storyboarding and writeups.

Yugishtha,

DLG