

IEEE GameSIG Intercollegiate Game Showcase 2018

Game Overview: Reinvent the Wheel Date: 04/15/2018

One-Sentence Description |
List of Team Members and Their Schools |

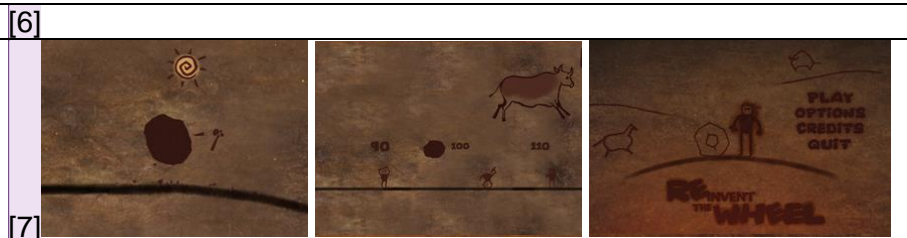
[1] Reinvent the Wheel is a casual mobile game set in the stone age where you try to chisel the perfect wheel out of a boulder.
[2] Ken Miller, CSU Long Beach, ken.miller521@gmail.com
Ruben Sanchez, CSU Long Beach, sanchezvruben@gmail.com
Nathan Xa, CSU Long Beach, nathankxa@gmail.com
Stanley Ung, CSU Long Beach, stanleyung167@gmail.com
Juan Alvarez, CSU Long Beach, j95alvarez@gmail.com
Sarah Cho, CSU Long Beach, sarahechoart@gmail.com
Chi Ngo, CSU Long Beach, chiuyenngo@gmail.com
Jonathan West, CSU Long Beach, jrcw@outlook.com
Daniel Ramos, CSU Long Beach, daramosmusic@gmail.com
Katrina Yi, CSU Long Beach, katjoyi@gmail.com

Main Contact: (714) 800-0506

School Level Target Platform and Audience |
One-Paragraph Summary of Gameplay and Objectives |

College/University High School [3]
[4] All Ages, Mobile
[5] The game begins with a boulder on the screen. They have ten seconds, represented as a sun/moon cycle to chisel the boulder into the best wheel that they can make which gets pushed down a hill by a mammoth. The wheel then rolls and points are calculated by how far the wheel travels which is dependent on how well the wheel rolls.

Key Features |
Thumbnails of Game Art |



Software Libraries and Packages Used |

[8] Unity, Google Play, GitHub, Photoshop, Trello
Sound Tools: ProTools X, Logic, Cubase
Sound Plugins: Kontakt 5, EWQL Play, RX

Third-Party and Ready Made Asset Credits |
Faculty Member Name & Contact Information |

[9] Mirza Beig's Ultimate VFX Package from the Unity Asset Store
[10] Adam Moore, CSU Long Beach, adam.moore@csulb.edu

YouTube Link |
Misc. Notes |

[11] <https://www.youtube.com/watch?v=tCDoTVTtU38>
[12] Monument Games is a name for our group. We are a small splinter group of developers from CSU Long Beach's Video Game Development Association. We are not an official company.

Submitted by: Ken Miller, ken.miller521@gmail.com, (714) 800-0506

Remember to print out and bring copies of your team's resumes to the event.

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?[13]

How did the design evolve during development? What changed, and what didn't?

-Implementing both Google Play and AdMobs API which conflicted.
-Creating a SQL database system that did not end up working in the end and had to scrap to make a deadline.

-Our chiseling mechanic changed when we decided to give the player the option to tap and hold to have a bigger chunk removed from the boulder. We made the game my dynamic by spawning little cave people at positions relative to the local leader board so the player can visually see that they are beating an old score.

-Overall we kept the same theme of cavemen through the entire development and the actual gameplay objective didn't change.