


IEEE GameSIG Intercollegiate Game Showcase 2018

Game Overview: Sky Farm

Date: 4/15/2018

One-Sentence Description	[1][2]SkyFarm” is a turned-based puzzle game where the player must navigate their way through obstacles using time travel and pickup items.
List of Team Members and Their Schools	[3]Christopher Ayuso, University of California, Irvine - cayuso@uci.edu Mengfan Wang, University of California, Irvine - mengfanw@uci.edu Pafoua Fang, University of California, Irvine - psfang@uci.edu Dong Phan, University of California, Irvine - dongphan@gmail.com Contact number - (916)475-2103
School Level	__X__ College/University ___ High School[4]
Target Platform and Audience	[5]Android Devices – This game is intended for casual mobile players of all-ages. We chose mobile devices as our main platform because we wanted to have an audience familiar with swiping mechanic for an isometric game. We also felt our turn-based mechanic would fit the mobile platform as players can take breaks in-between play sessions.
One-Paragraph Summary of Gameplay and Objectives	[6]The player takes on the role of a time traveling farmer in which they must collect energy crystals in order to progress through levels. Players will face enemies and obstacles that prevent the player from advancing and must utilize pickup items and time switches to manipulate the environment. Our game offers 50 unique levels with various mechanics for the player to explore.
Key Features	<ul style="list-style-type: none"> • [7]50 Levels split into 9 stages. • Turn based puzzle mechanics • Original Artwork • Time travel grows and kills trees that affect the environment. • Patrolling enemies to avoid, manipulate, and trap. • Pickups used to dig/plant/shear trees, time travel and tame bears.
Thumbnails of Game Art	 <p>[8]</p>
Software Libraries and Packages Used	[9]“Unity 3D” development system, Voxel models made using MagicaVoxel, Photoshop for UI, GarageBand for Background Music

Third-Party and Ready Made Asset Credits | Faculty Member Name & Contact Information | YouTube Link | Misc. Notes |

[10] See table below.
[11] Joshua Tanenbaum, University of California, Irvine - tanenbaj@uci.edu
[12] https://www.youtube.com/watch?v=CzpLuXLTYV8
[13] Itch.io page link - https://chayuso.itch.io/sky-farm

Submitted by: Christopher Ayuso – cayuso@uci.edu – (323)973-9103

List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.[14]

Name or brief description	Source (ideally both URL and creator's name)	If modified by team, explain how.
Skybox Texture	https://tinyurl.com/ydz45mne Borodar - Farland Skies	
Sound Effects	http://SoundBible.com http://PacDv.com http://Flashkit.com http://Soundjay.com	Sound effects, cut, speed up, and adjusted pitch.

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?[15]
How did the design evolve during development? What changed, and what didn't?

Since each phone's processing power is different, our game would lose frames on certain devices, therefore, we created a settings menu to adjust the in-game quality.
Our game does not use text (besides the menu), in order to create an experience that does not lean on text for storytelling or tutorials. It was difficult to explain to the players the behaviors of certain mechanics and enemy lose conditions. Specifically, players did not understand the kill zone for our main enemies. We tried different solutions that were scrapped on after another, but then found adding death box indicators to enemies when first introducing the enemy provided a useful visual aid. We were then able to keep our textless game without redesigning our main enemy.