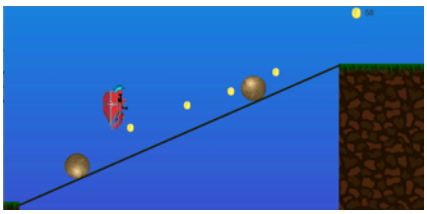
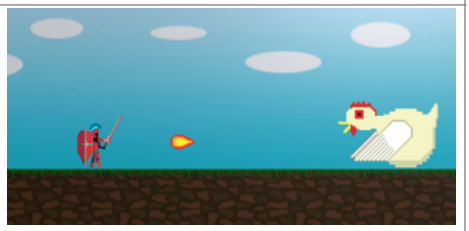
IEEE GameSIG Intercollegiate Game Showcase 2018
Game Overview: SO YOU THINK YOU CAN LANCE Date: 04/15/18

One-Sentence Description	SO YOU THINK YOU CAN LANCE is a forced-runner mobile game in which the player is a medieval knight who must avoid obstacles to get his lance back from evil bandits, and then defeat them to get to the final boss.
List of Team Members and Their Schools	Raven Peterson, Chapman University, peter325@mail.chapman.edu Charlie Bruene, Chapman University, bruen101@mail.chapman.edu Michael Brutsch, Chapman University, bruts101@mail.chapman.edu Matthew Marshall, Chapman University, marsh189@mail.chapman.edu Julien Fournell, Chapman University, fourn106@mail.chapman.edu Daniel Cole, Chapman University, cole149@mail.chapman.edu Brendan Copley, Chapman University, brendan.michael.copley@gmail.com Main contact: (516) 830-1756
School Level	_x__ College/University ___ High School
Target Platform and Audience	LANCE is fully functional on Android platforms, which is our target platform. Our target audience is young adults ages 12-30 (old enough to want to play a challenging game but young enough to be attracted to games on a mobile platform).
One-Paragraph Summary of Gameplay and Objectives	The player takes on the persona of the main character - Lance - a medieval knight who had his lance stolen from him by bandits. The player must get his lance back in level 1, use it to defeat the bandits in level 2, and then take on the final boss in level 3. The game is a forced runner, so the player's main goal is to navigate over obstacles and use the lance effectively to achieve these goals.
Key Features	- Complete mobile playability on Android devices - Forced runner - 8-bit art and music style - Immersive gameplay - Collect coins to buy new lance styles
Thumbnails of Game Art	 
Software Libraries and Packages Used	Unity 3D Unity 2D platformer library Monodevelop

Third-Party and Ready Made Asset Credits	Sound effects created using assets licensed from the following libraries: BBC KontactLib2015 Pro Sound Effects - First Smartsound SMData Sound Ideas SoundIdeas2016 SoundStorm T.H.E. Sound Effects Toolbox Ultimate (Addidtional assets listed on next page)
Faculty Member Name & Contact Information	Chris Boyd, Chapman University, cboyd@chapman.edu
YouTube Link	https://youtu.be/60pjgooZH8Y
Misc. Notes	

Submitted by: Raven Peterson - (516) 830-1756

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

Name or brief description	**Source (ideally both URL and creator's name)**	**If modified by team, explain how.**
Ruska Round (song)	https://www.killertracks.com/#!/browse/browsed-results.aspx?SelectedCDId=7243 by Daniel Pemberton	Sped up
Chomping at the Bit (song)	https://www.killertracks.com/#!/browse/browsed-results.aspx?SelectedCDId=10534 by Blair Sinta and Evan Beigel	N/A
Eight Bit (song)	https://www.audioblocks.com/stock-audio/eight-bit-110284.html by Jason Donnelly	Only used part of the song

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?	Our top technical challenge was definitely the forced-runner aspect of the game. Making the backgrounds move along with intractable objects while keeping the player stationery (though playing the animation) was difficult for a while, though our main issue was deciding how to have the player die. We ended up running the death script when the player came to a halt, and didn't use any triggers. Time - and having enough of it - was also definitely an issue for us.
How did the design evolve during development? What changed, and what didn't?	The story developed as we went. We knew the basic story, but originally, we were going to have a final boss at the end of each level. That transformed once we decided we wanted the chickens to be the real evil, and made the boss a fire breathing chicken instead of the leader of the bandits.