

Getting Familiar

A Game by The Usual Crew

Credits

Supervisor: Ara Jung

Coach: Danya Zheng

Game Design: Lara Lewis

Project Management: Matthew
Huddleston

Programming and Music: Henry
Hedden, Jaeden Tiano

Art: Yijun (Shirley) Qian

Extra Assets: Cup Nooble, Open
Game Art

Prompt and Premise

What we were assigned:

Design a game about a leader unlocking the potential of another character. The player works to adapt to an existing space by adding and removing elements to create the ideal environment for their employee to thrive.

What we made:

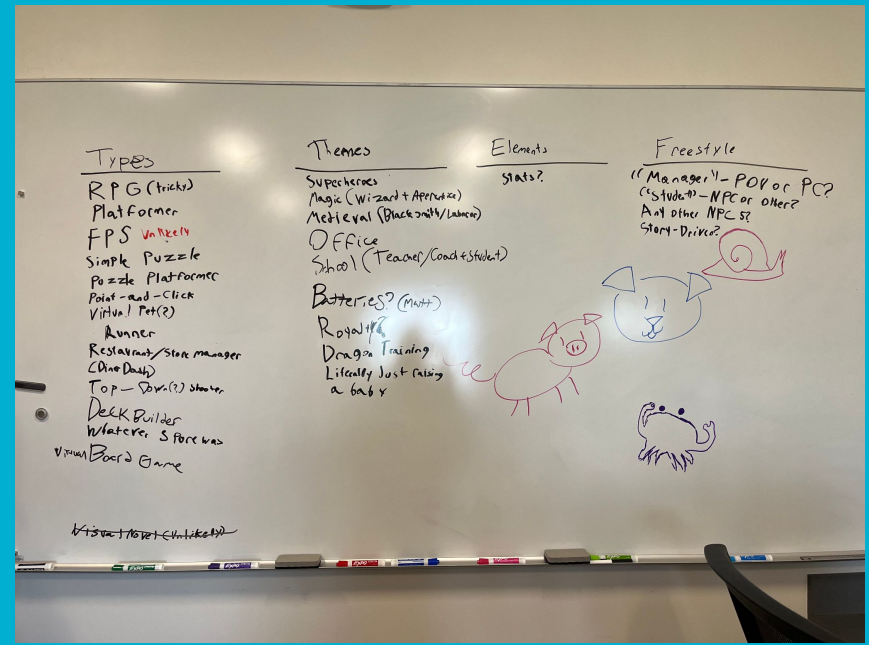
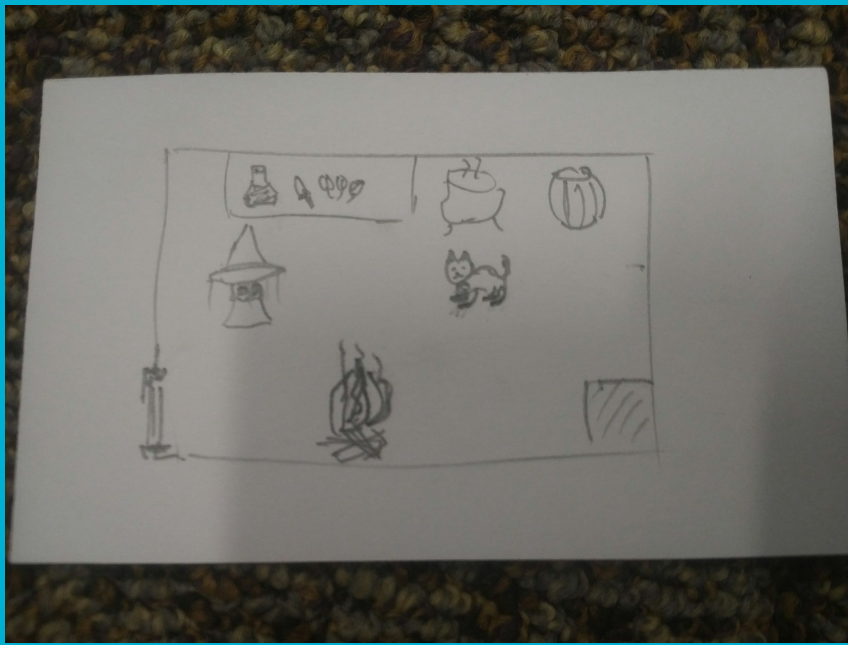
An RPG simulator where you play a service familiar and provide assistance to a benevolent wizard.

It is a lovely day in the forest, and you are a wonderful cat.

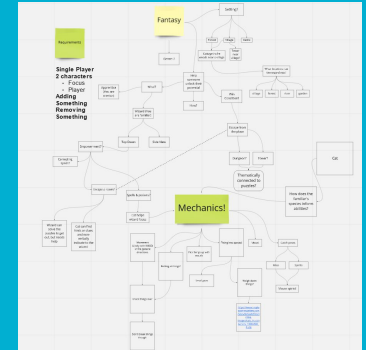


Preview Video

Early Development



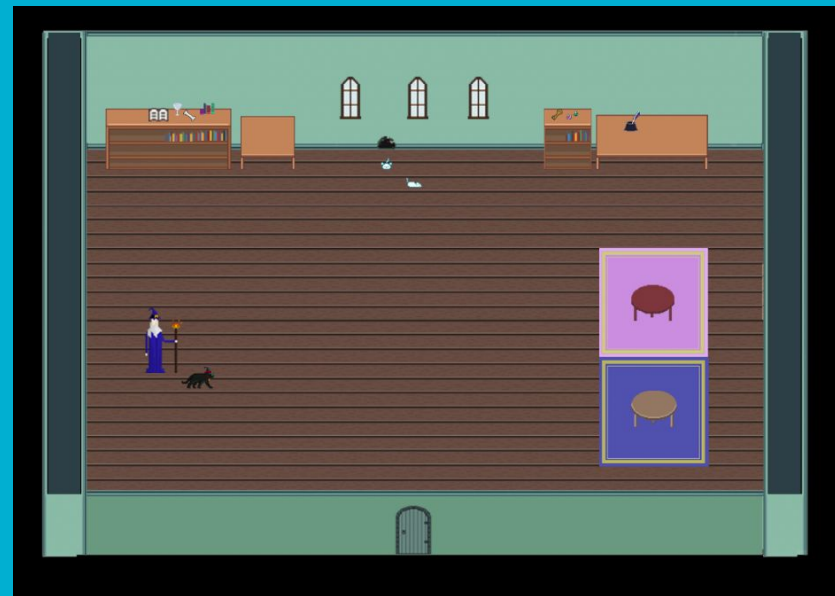
Conceptualizing



Early Development and Hurdles

- Picking a type + style of game
- Having a united vision
- Setting goals for scope, schedule, and expectations

Midpoint Development



Gallery (RPG Maker Scenes, Art)



Mid development hurdles

- Sudden shifts in priority and roles
- Rescaling/Re-organizing planned and scripted gameplay
- Filling in needed assets and code

Late Development



Late Development Gallery



Late Development hurdles

- Shaving off needless assets and plans
- Re-scaling and organizing priorities
- Setting deadlines and quality control

Our Game!

Matthew Huddleston – Project Manager

- Adopted an overhead project view to assign others with relevant tasks
- Got insight into everyone's strengths and weaknesses
- Maintained task board and facilitated morning check-ins and meetings
- Wrote/reviewed relevant documentation for all disciplines

Lara Lewis – Designer

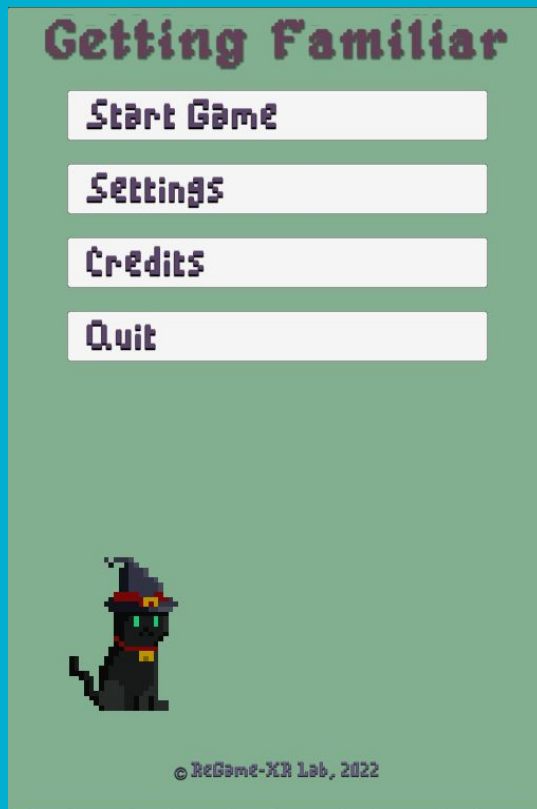
- Led brainstorming and concept development sessions
- Wrote + Proofread game dialogue and narration, credits and presentations
- Acted as consultant for game's visual/story development
- Acted as team's spokesperson during meetings and presentations

Jaeden Tiano - Programmer

- Programmed the game engine and physics
 - Programmed the player controls
 - Built the navigation system for the wizard NPC
 - Implemented most of the animations
 - Created tasks for the wizard and the cat

Henry Hedden - Programmer

- Developed game UI
 - Game menus
 - Settings
 - Dialogue/narration
- Composed soundtrack



Thank you!

