

## Affordance, Signifiers, and Feedback list – Codename: TIARAS by TEAM SLIPPERS

### 1. Player Character

Affordance	Signifier	Feedback
Movement – left, right. Jumping – left, right. Air dashing – left, right. Collect Data Cube Collide with Electric Wire	Keyboard buttons displayed on the screen Data Cube visuals Electric Wire visuals	Player moves, jumps, dash Collects data cube Death on collide with Electric wire

### Player Character and other objects in the game

Objects	Interacts
Platforms	Yes
Falling Platforms	Yes
Electric Wire	Yes
Data Cubes	Yes
Timer UI	No
Data Cubes collecting UI	No
Background	No
Checkpoints	Yes

### 2. Platforms

Affordance	Signifier	Feedback
Allows player characters to stand on them and use movement and abilities.	Rectangular boxes with visuals (darker than the background).	Player characters stand on them and use movement ability from here.

### Platforms and other objects in the game

Objects	Interacts
Player Character	Yes
Falling Platforms	No
Electric Wire	No
Data Cubes	No
Timer UI	No
Data Cubes collecting UI	No
Background	No
Checkpoints	No

### 3. Falling Platforms

Affordance	Signifier	Feedback
Allows player characters to stand on them for a second and use movement and abilities. Player falls to their death if they stand more than a second here.	Rectangular boxes with visuals (different than Platforms).	The player character falls to their death if they stand on them for more than a second; use movement ability from here.

#### Falling platforms and other objects in the game

Objects	Interacts
Player Character	Yes
Platforms	No
Electric Wire	No
Data Cubes	No
Timer UI	No
Data Cubes collecting UI	No
Background	No
Checkpoints	No

### 4. Electric Wire (Enemy)

Affordance	Signifier	Feedback
Kills the player upon contact.	Blue electric visuals that spark.	The player character dies, colliding with the wire, and respawns from the checkpoint.

#### Electric wire and other objects in the game

Objects	Interacts
Player Character	Yes
Platforms	No
Falling Platforms	No
Data Cubes	No
Timer UI	No
Data Cubes collecting UI	No
Background	No
Checkpoints	No

## 5. Data Cube (Collectable)

<b>Affordance</b>	<b>Signifier</b>	<b>Feedback</b>
Player Character collects it.	Green data cube that hovers on the platforms.	The player collects the data cube, and the collection is updated in the data cube UI.

### Data cube and other objects in-game

<b>Objects</b>	<b>Interacts</b>
Player Character	Yes
Platforms	No
Electric Wire	No
Falling Platform	No
Timer UI	No
Data Cubes collecting UI	Yes
Background	No
Checkpoints	No

## 6. Checkpoints

<b>Affordance</b>	<b>Signifier</b>	<b>Feedback</b>
Player Character passes through here to set it to respawn point after death.	Hologram visual for checkpoints.	Visual effects changes after colliding with the Player Character. Players respawn after death.

### Checkpoint and other objects in the game

<b>Objects</b>	<b>Interacts</b>
Player Character	Yes
Platforms	No
Electric Wire	No
Falling Platform	No
Timer UI	No
Data Cubes collecting UI	No
Background	No
Data cubes	No

## 7. Timer

<b>Affordance</b>	<b>Signifier</b>	<b>Feedback</b>
Tracks the time remaining to complete the level.	Timer bar that decreases as time progresses.	The timer bar reduces as time passes. The game stops when the time is over.

### Timer and other objects in-game

<b>Objects</b>	<b>Interacts</b>
Player Character	No
Platforms	No
Electric Wire	No
Falling Platform	No
Checkpoints	No
Data Cubes collecting UI	No
Background	No
Data cubes	No

## 8. Data cube UI

<b>Affordance</b>	<b>Signifier</b>	<b>Feedback</b>
Tracks the number of collectibles the player character collects.	UI on the top right of the screen displays the collected data cubes and the remaining ones to collect.	The collectibles are updated in the Data cube UI and displayed.

### Data cubes collecting UI and other objects in-game

<b>Objects</b>	<b>Interacts</b>
Player Character	No
Platforms	No
Electric Wire	No
Falling Platform	No
Checkpoints	No
Timer	No
Background	No
Data cubes	No

## 9. Background

Affordance	Signifier	Feedback
It adds depth to the game.	Images are scaled away from the Player's character and objects in the game.	Looks like a live backdrop of a cyberpunk setting.

### Background and other objects in-game

Objects	Interacts
Player Character	No
Platforms	No
Electric Wire	No
Falling Platform	No
Checkpoints	No
Timer	No
Data cubes	No
Data cubes collecting UI	No

### Scope for GAM200 (Semester 1)

#### ABC bucket

Major	A bucket (need)	B bucket (want)	C bucket (dreams)
<b>Designers</b>	Player Character Movement Character Jump Character Dash Character Death Character Respawn Electric wire trap Platforms Falling platforms Checkpoint Linear level design Victory screen	Electric wire – woggle Screen (camera) shake Collectibles Timer UI for collectibles, time	Drones – shoots bullets Drones – disable jumping Drones – Self-destruct bullets following the player
<b>Artists</b>	Character model Background Running animation Collectible Victory screen UI – HUD, menus	Respawn VFX BG animation Popup menus Dashing Animation Jumping Animation	Respawn effects, Checkpoint effects

		Collectible design and VFX	
<b>Programmers</b>	Deserialization Meshes Spine Lighting Polish Physics Player Controller Obstacles Logo/Credits Screen Audio Health/Lives System	Enemy AI Levels / Menu Game Objects Game State Manager Behaviors Collectibles	Advanced Graphics Game Object Manager / Factory Polish Collision

### ABC bucket

Major	A bucket (need)	B bucket (want)	C bucket (dreams)
<b>Designers</b>	One change in prototype every week One playtest report Weekly logs Minimum 8 hours of work for GAM200	More than one playtest	
<b>Artists</b>	Style Guide Splash Screen/ Key Art Game logo Mock game screen Weekly logs Art homework for PRJ200 Minimum 8 hours of work for PRJ200		
<b>Programmers</b>	100 code lines minimum per week Weekly logs Minimum 8 hours of work for GAM200	200-300 lines of code per week	500 lines of code per week

<b>Programmers</b>	<b>Artists</b>	<b>Designers</b>
<ul style="list-style-type: none"> <li>- Possibly an in-game editor</li> <li>- Better Jumping and dashing</li> <li>- Particle effects</li> <li>- Implement all animations</li> <li>- Clean up codes</li> <li>- Lighting possibly</li> </ul>	<ul style="list-style-type: none"> <li>- Animation for all player actions</li> <li>- Visual effects for collectibles, death, respawn</li> <li>- Possibly more player animations</li> <li>- Background animations</li> <li>- Tile fixes, character animation fixes</li> </ul>	<ul style="list-style-type: none"> <li>- Linear-level building</li> <li>- Difficulty testing</li> <li>- Possibly drones enemy types</li> <li>- Setup, Hook, Development, Turn, and Resolution</li> <li>- Sound signifiers and feedback for all game components</li> </ul>

**Status**

<b>Elements</b>	<b>Unity Prototype</b>	<b>Engine Prototype</b>
Movement	Yes	Yes
Jumping	Yes	Yes
Air Dashing	Yes	Yes
Data cube	Yes	Yes (as a victory object)
Electric wire	Yes	Yes (but only the system)
Collectible UI	Yes	Yes (only one for victory)
Timer	Yes	Yes
Checkpoints	Yes	Yes
Backgrounds	Yes	Yes

**Scope for GAM250 (Semester 2) - CODENAME TIARAS by TEAM SLIPPERS**

**ABC bucket for GAM250**

<b>Major</b>	<b>A bucket (need)</b>	<b>B bucket (want)</b>	<b>C bucket (dreams)</b>
<b>Designers</b>	Setup, Hook, Development, Turn, Resolution – game building. Three levels – including tutorial New enemy types – drones, electric cars UI, Audio, and Visual signifiers and feedback	Electric wire – woggle Screen (camera) shake	Player actions – destroy drones. Tracking drones More environmental hazards

<b>Artists</b>	Background animation Character animations clean up VFX for player actions	More props variety Foreground Light animation Key art animation	Cinematic introduction Enemy animation
<b>Programmers</b>	Enemy AI Lighting Polish Physics Polish mechanics In-game editor Fully implemented collectibles	Behaviors Polish Collision	Advanced Graphics Game Object Manager / Factory

**Plan B if Plan A is unachievable on time**

- Working Levels with all systems.
- UI and UI animation in the engine.
- Audio and Visual feedback for all game objects.
- Tutorial level followed by two levels.