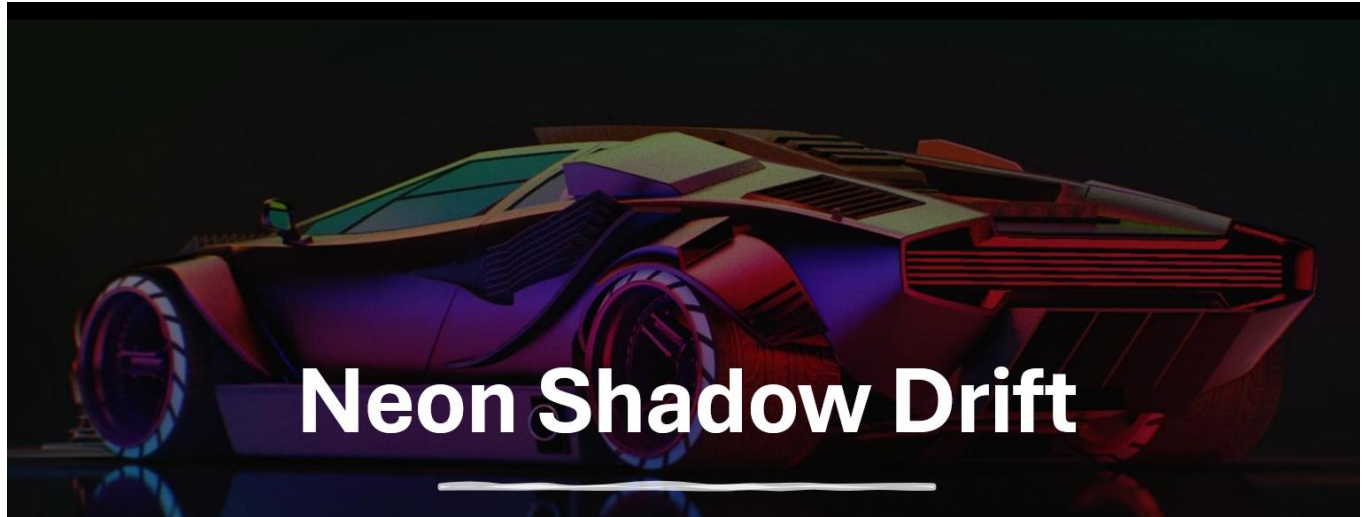


Project Title:



Duration: 22nd September – 20th October 2025

Student Name: W. Berendt

MDX Game design

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Week 1 (22nd – 28th September)

Focus: Idea Generation & Concept Planning

My Activities:

- Brainstormed on different types of 8 phone games
- Researched similar mobile games for inspiration.
- Wrote a short design concept outlining the game's main goal and mechanics.

This week, we were tasked with creating eight different mobile games ideas. These are the follow eight ideas.

8 Ideas for Mobile Games

<i>Idea One</i>
Oktoberfest Tycoon
The player management an inn and want to rule Oktoberfest in Germany. From a small Berlin company, spread to Munich, Hamburg, Frankfurt, and beyond. Generate salary, hire personnel, handlebar concerns like glasses running out or disruptive customers, and choose between classy halls and beer tents. Experience improves your bar's performance throughout heavy festival season.
<i>Idea Two</i>
Sky Hopper
Player controls a character who jumps across floating platforms in the sky. The goal is to reach the ending point as possible without falling of the screen or crushing into buildings or structures.
<i>Idea Three</i>
Umpire: Eyes of the Game
Player must serve as umpires in numerous sports, to ensuring fairness and game flow through accurate calls in a right or the wrong way. From tennis, football, cricket and other sports. The game teaches for the player how to play in a figment game of sports.
<i>Idea Four</i>
Dino Leap
The player set in a prehistoric world where timing is everything. Play as a brave cartoon dinosaur rushing over colourful side-scrolling landscapes. Jump over lava pits, tar pools, thorny plants, and angry dinosaurs to score as many points as possible.
<i>Idea Five</i>
WWII Tanks Clash
Player must collect, trade, and battle with digital cards representing legendary tanks from all major WWII powers. Battles play out like Top Trumps: each card has key stats, and players pit their tanks against each other by picking the best attribute.
<i>Idea Six</i>
Shadow Revolution

Player is a cyborg thief who sneaks into high-security corporate buildings to steal data, disable off cameras, and avoid guards who are on patrol. There are different layouts, dangers, and goals in each level, which is a separate structure.
Idea Seven
Neon Shadow Drift
Player become solo rogue racer in a dystopian neon city, competing in underground circuits while evading surveillance drone's patrols. The game combines fast-paced racing with fast-paced car with high equipment to deal with the drones never-ending platform.
Idea Eight
Benben Temple Collapse
The player must be overcome of the Benben Temple Collapse's rising coloured block tide! Dive into an ancient temple with closing walls unless the player explodes out. Collapse any group of two or more matching tiles to get points. crush larger groups for great payouts and unleash the Benben Stone to destroy more blocks when the player maybe crushes of six or more.

Fig. 1: Opening mobile game ideas

Teacher Feedback:

The teacher liked some of the concept but advised adding a unique feature to make it stand out he mostly like ideas 1,5,7.

Suggested keeping the scope reasonable for a mobile prototype.

What Went Well:

Clear and achievable idea chosen.

Research helped define the game's tone and target audience.

What Didn't Go Well:

Initially had too many complex ideas; needed to simplify.

Struggled to decide between 2D and 3D design at first.

Very similar to other games out there like **Benben Temple Collapse**

Week 2 (29th September – 5th October)

Focus: refining on the three game ideas, Early Design and Sketching

Activities:

Refining of three games ideas

Idea one, Oktoberfest Tycoon

You wear on an apron and set up an effective pub at Oktoberfest in Germany! Start within the German capital via an easy alcoholic beverage camp or hired venue, then go to additional towns such as Munich, Hamburg, Frankfurt, and more. provide excellent care of the festival's staff, maintain an eye on the finances, provide all the hydrated attendees of the festival, and cope with the overall chaos associated via Germany's biggest party season. The more effectively you please manage your own pub, the nearer you please are to being a true ruler of Oktoberfest.

Idea five, WWII Tanks Clash

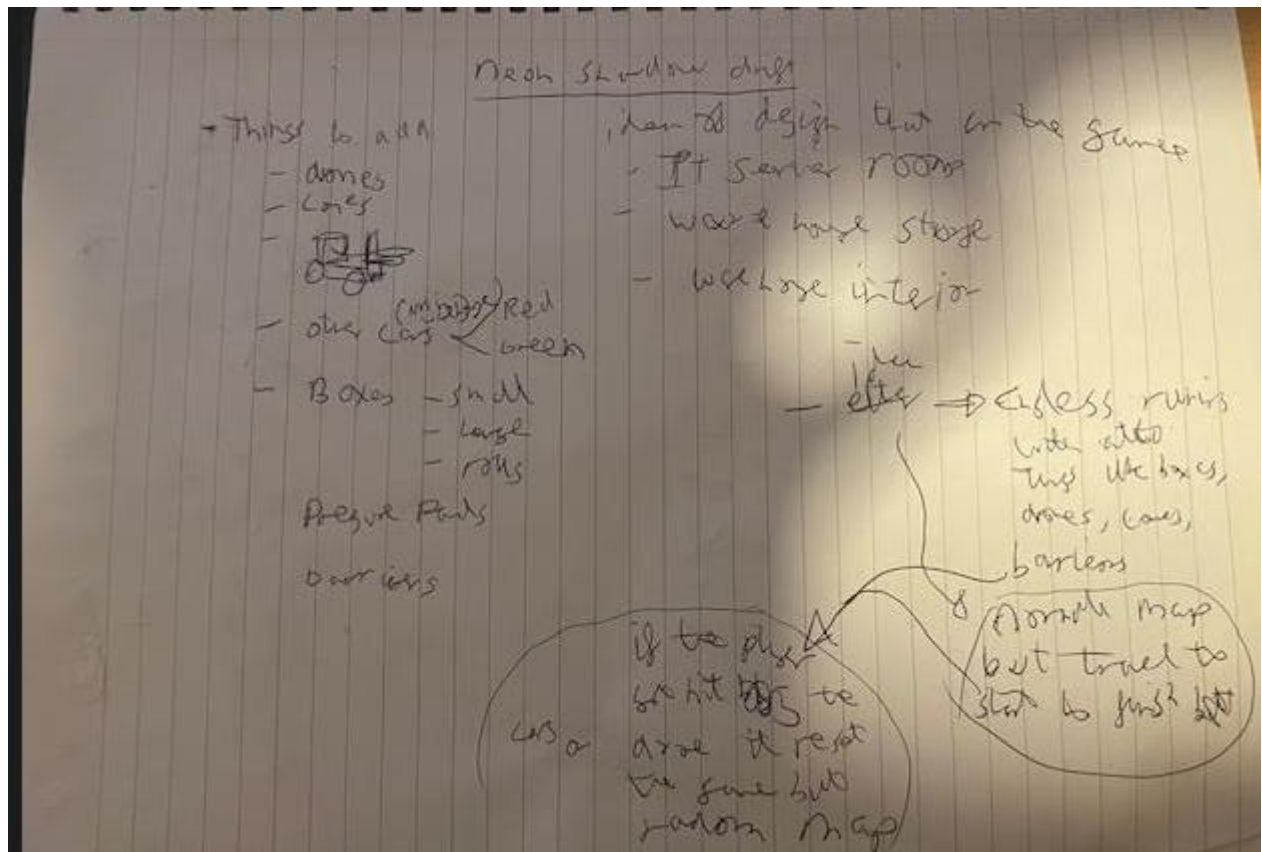
Players can get, deal, and fight via digital cards that show iconic tanks about each of the major nations in World War II. Every card has an actual historical tank on it, along with its Armour, Firepower, Speed, Range, Year released, and Reliability. In a way that is likewise of *Top Trumps*, participants select five tanks at randomly and then have their turns picking a stat from their top card. The cards are shown, and the one with the higher (or sometimes lower) value wins the round. The winner takes the other player's card. The game goes on until one person has all the cards or a certain number of rounds have been played. Individuals may battle opposed to AI or actual people for XP and level up. This lets them unlock rare tanks like the Tiger I, Sherman Firefly, or T-34/85. Finishing tasks and historical incidents with a theme, like the Battle of Kursk or El Alamein, gives a player special awards and new cards. Players may also make the game their own by changing their decks, backdrops, and card sleeves. They can also use an upgrade system to make their favourite tanks better using designs or resources they find.

Idea seven, **Neon Shadow Drift**

At the power source of futuristic glowing capital of Neo-Lux, where corporate AI rulers supreme, someone takes upon the position for a single independent racer. The participant's mission has become to rebel as well as remain alive while racing via hidden paths and avoiding drone patrols that are always watching. There are both stealth and fast-paced racing parts within this phone game. To remain advance, players must switch routes, steer clear of bots, and employ smart enhancements like turbo boosters, cloaking gadgets, and EMP attacks. This driver discovers more concerning their roots as well as their hometown's concealed hierarchy of power by listening to intercepted audio recordings, hidden conversations, and tasks that depend upon the organisation. Being responsive is an essential component of the experience as the storylines are unique and what happens next depends on what one does. The style of Neo-Lux has become packed of vibrancy derived from the past and the future. There were downpours on highways, the illuminations had been flickering, and the beat was inspired by synth-wave.

Idea seven is my final choice to developed as work within of document with the key features of my inspirations as a basic framework, therefore at the end of this week I come up with these drawing to able to be thinking on the procession of the idea of my mobile game so I can be able to work on to this.

Brainstorm



Drew out of an early sketch of the car, road, and obstacle layouts.

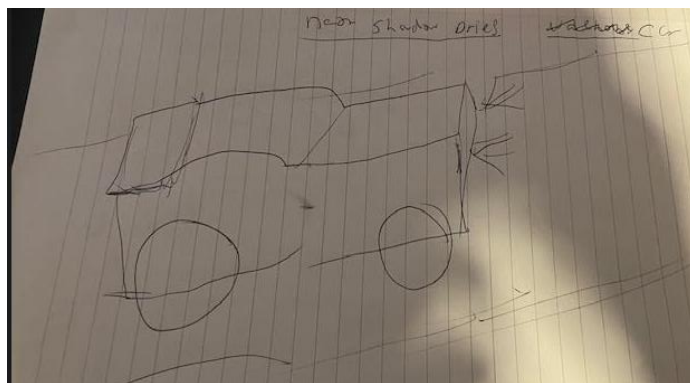


Figure. 2

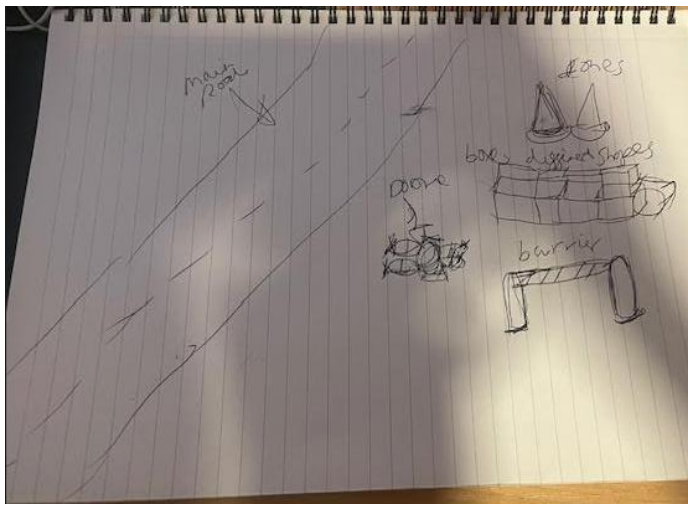


Figure. 3

Figure.2 & 3: early drawing stage of the car model, road, cones with notes attached to the pictures.

Teacher Feedback:

Praised the clarity of sketches.

Recommended designing for vertical screen layout to suit phone gameplay.

Suggested making the interface simple with minimal buttons.

What Went Well:

Visual ideas became clearer.

Feedback helped refine layout and focus on player experience.

What Didn't Go Well:

Some sketches didn't match the intended scale of phone screens.

Needed to redo some designs for better usability.

Week 3 (6th – 12th October)

Focus: Prototype Development

Activities:

Started building the game prototype in Unity.

Implemented basic car movement controls a and d key (will change onto touch).

Added simple road and obstacle spawning system.

Experimented with object pooling to make endless roads.

Teacher Feedback:

Liked the functionality and fluid motion.

Suggested adding a finish line or level goal after a set number of sections.

Recommended a smoother transition between road sections.

What Went Well:

The prototype ran without major errors.

Learned how to reuse sections efficiently with object pooling.

What Didn't Go Well:

Some bugs with car collisions and object respawning.

Spend a long time on the car on how it moves between lanes of the map

Week 4 (13th – 19th October)

Focus: pitch PowerPoint presenting

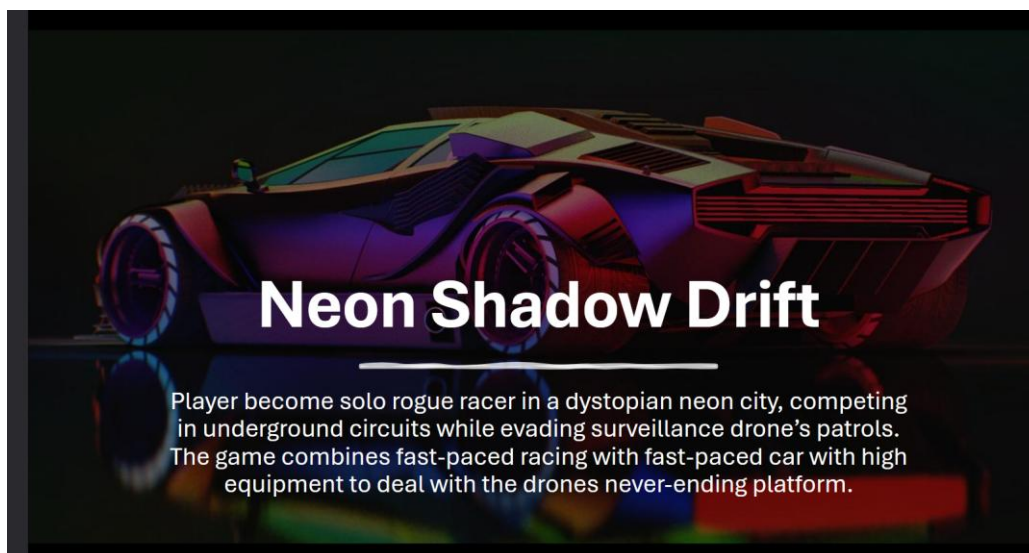


Figure. 4 = [Presentation.pdf](#)

Activities:

On Monday, I have pitch to the class for 10 mins, Collected feedback from classmates and the teacher after the PowerPoint presenting.

What Went Well:

Implemented my peers and teacher's feedback successfully.

What Didn't Go Well:

Overrun of the PowerPoint but it was on the last slide of the presentation

My teacher is not that keen on endless runner but need to focus on an area of the warehouse

My teacher for homework is to draw more map design

Week 5 (20th October)

Focus: prototyping of mobile game

Activities:

- create more map design on paper
- add map design such as warehouse
- add like boxes
- change the system on

Teacher Feedback: suggestion on make different type of tiles that once on is destroy it comes ahead of the player (See Figure. 5)

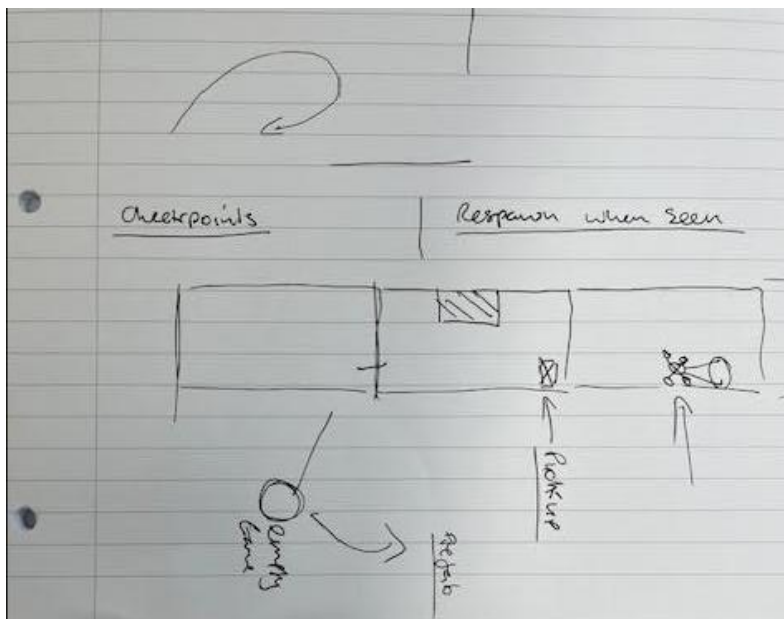


Figure.5

Drawing sector Figures

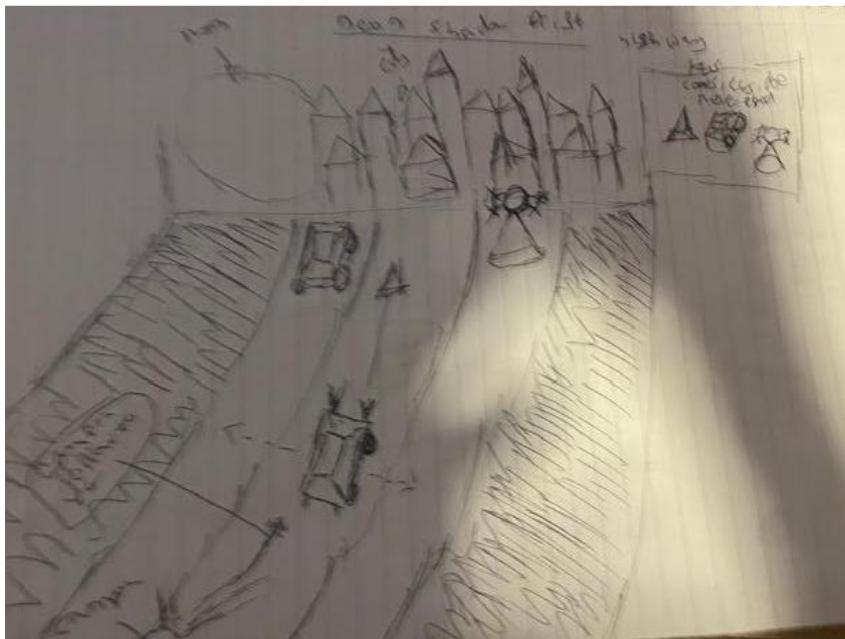


Figure.6

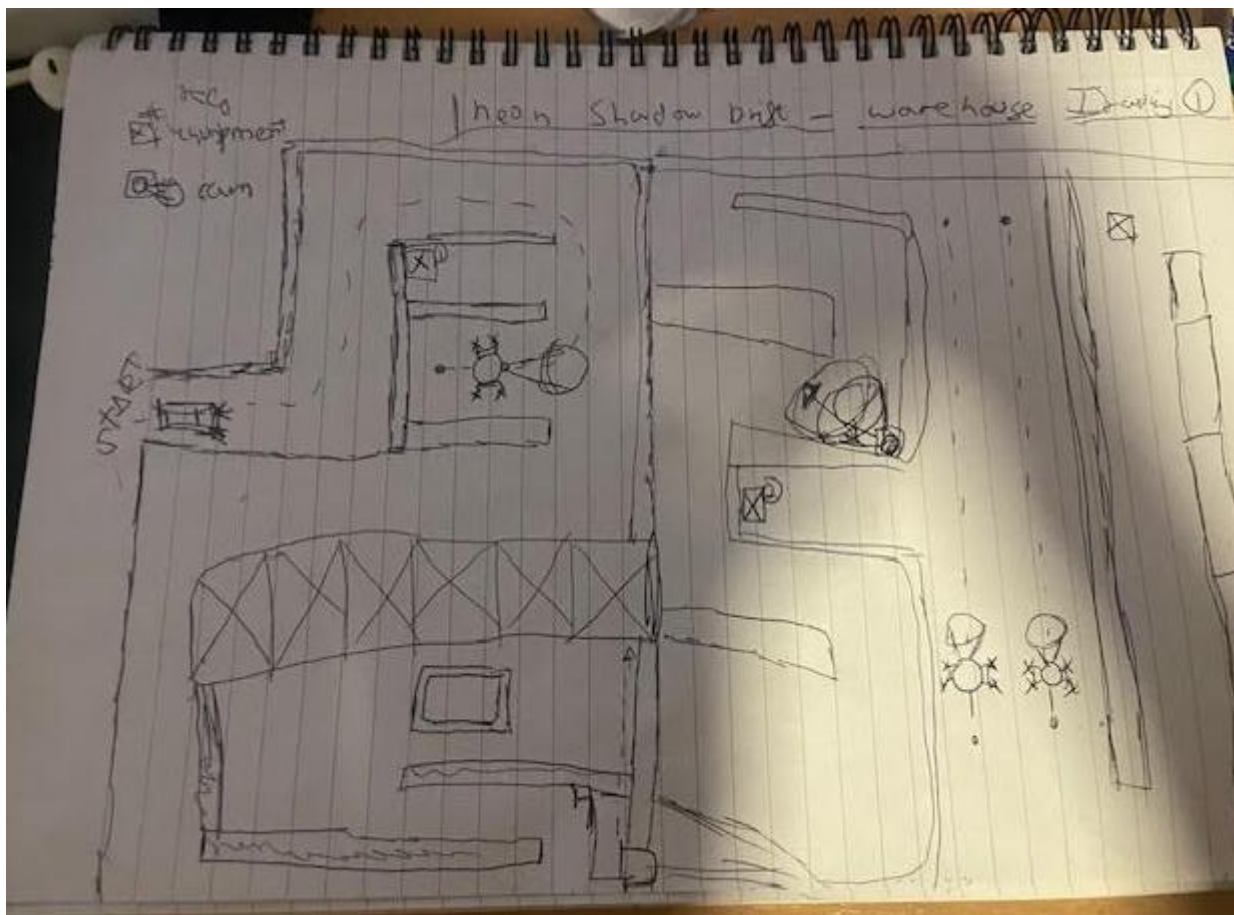


Figure.7

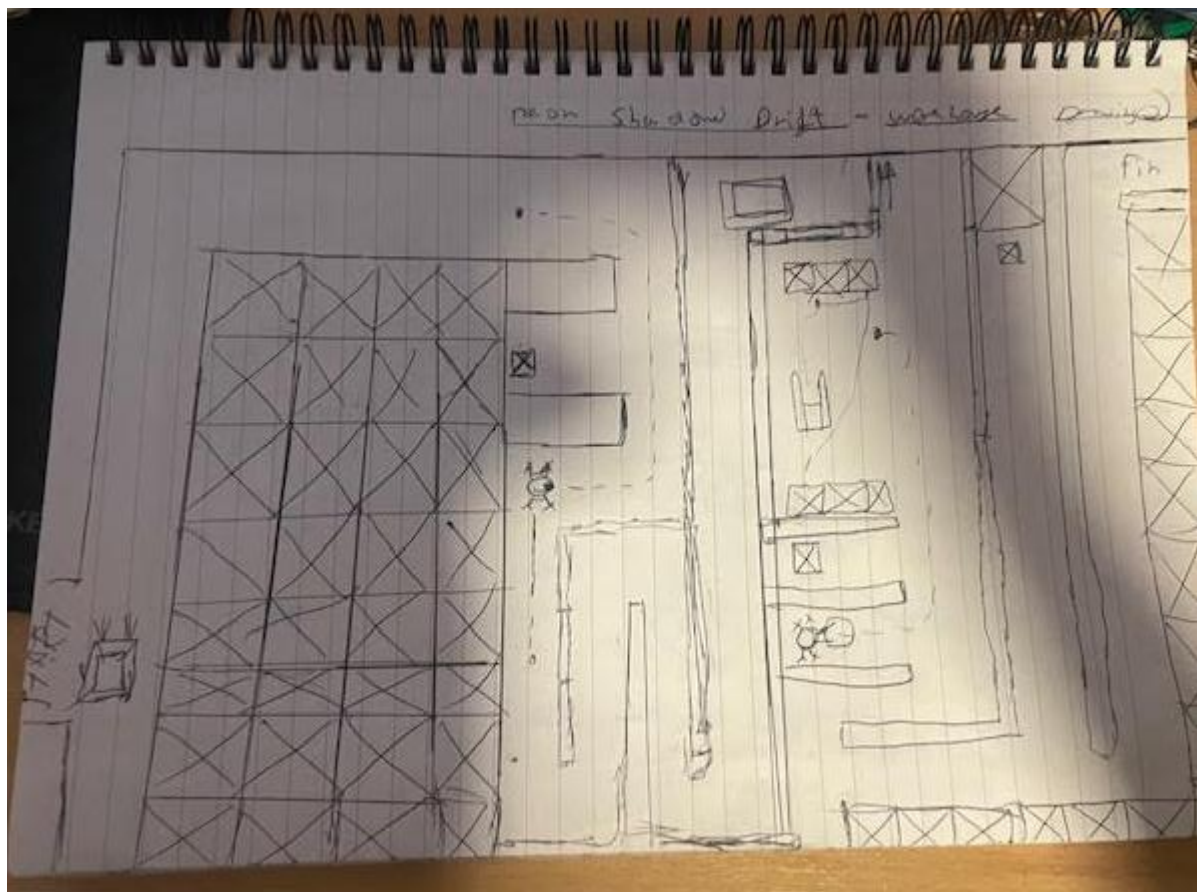


Figure.8

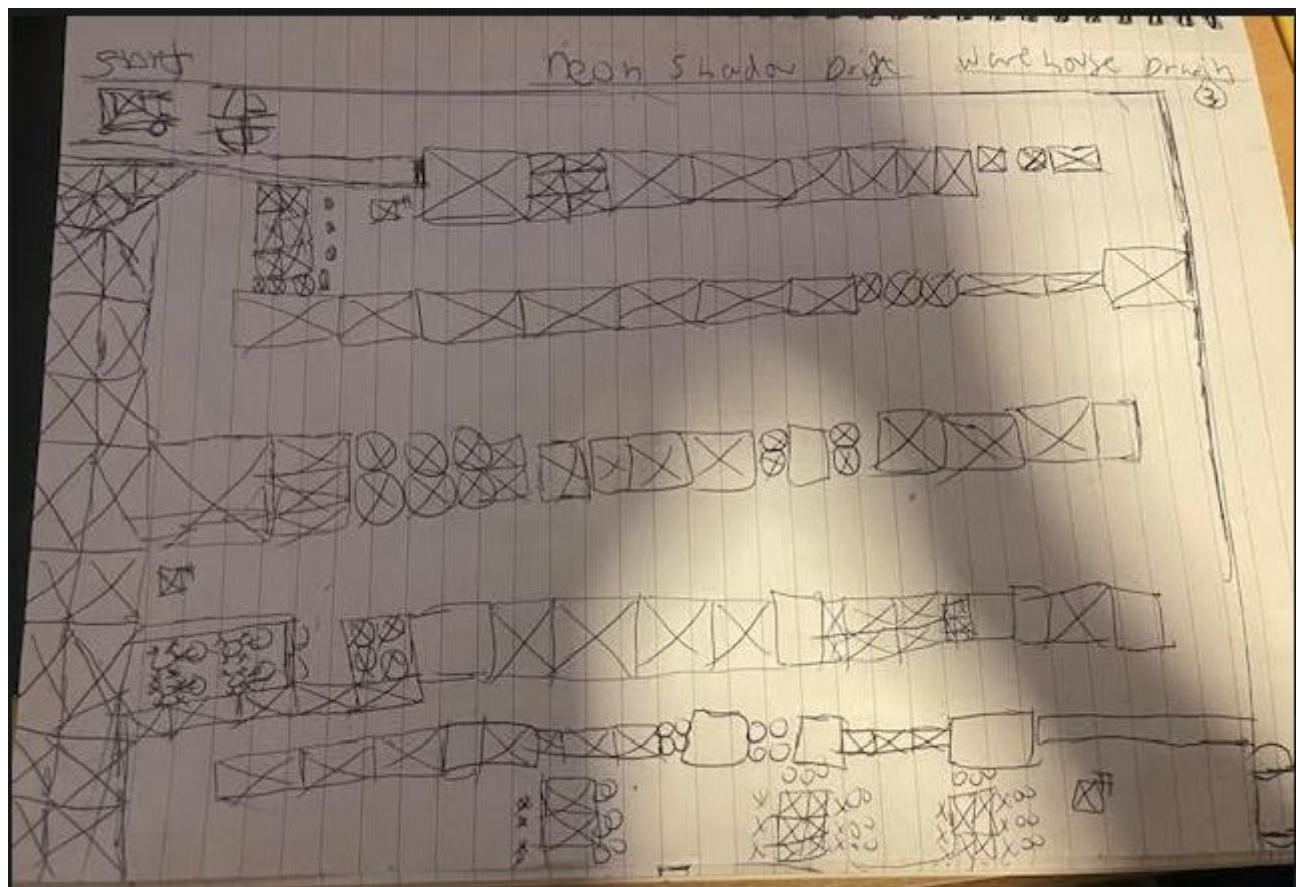


Figure.9

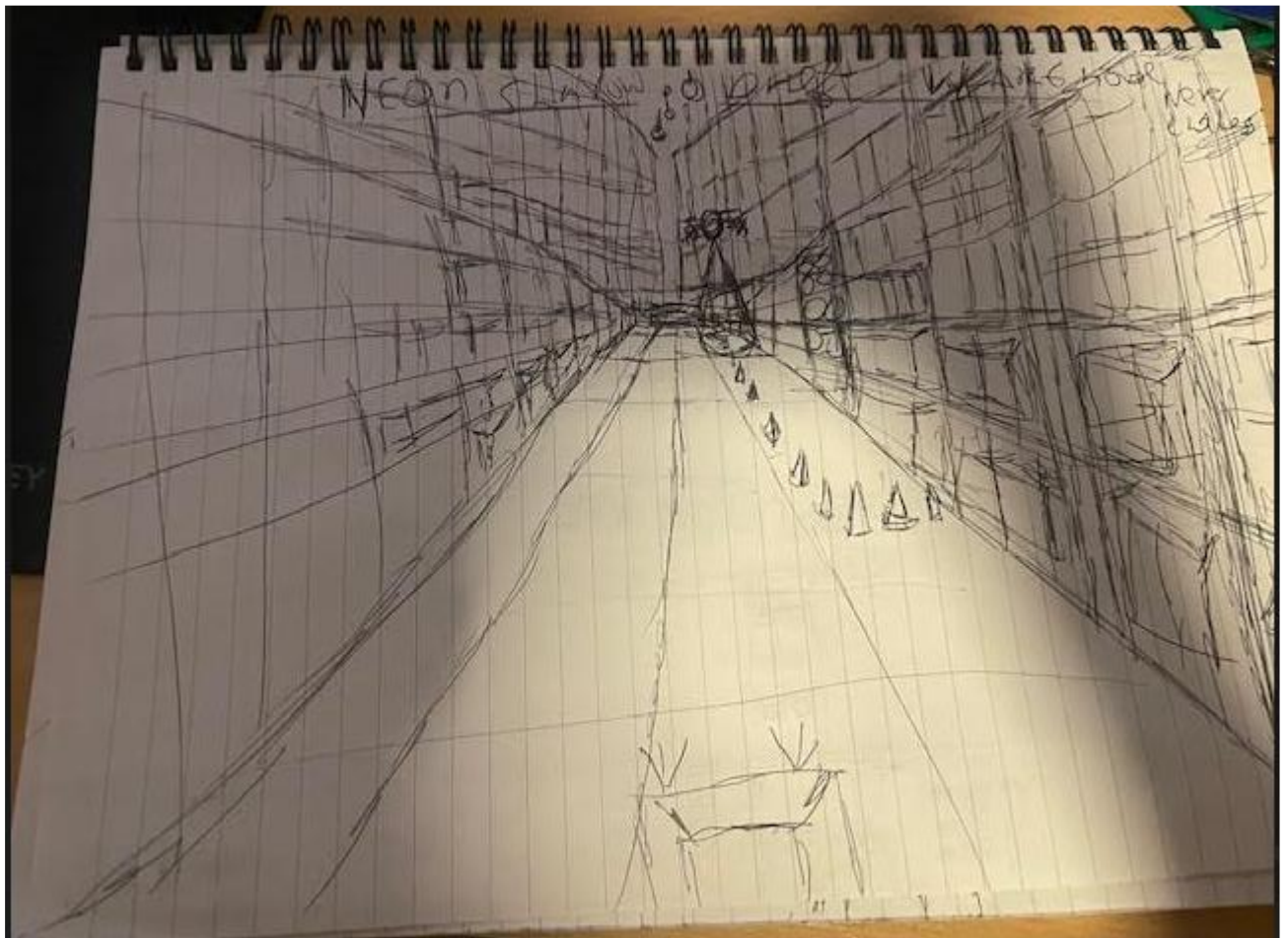


Figure.10

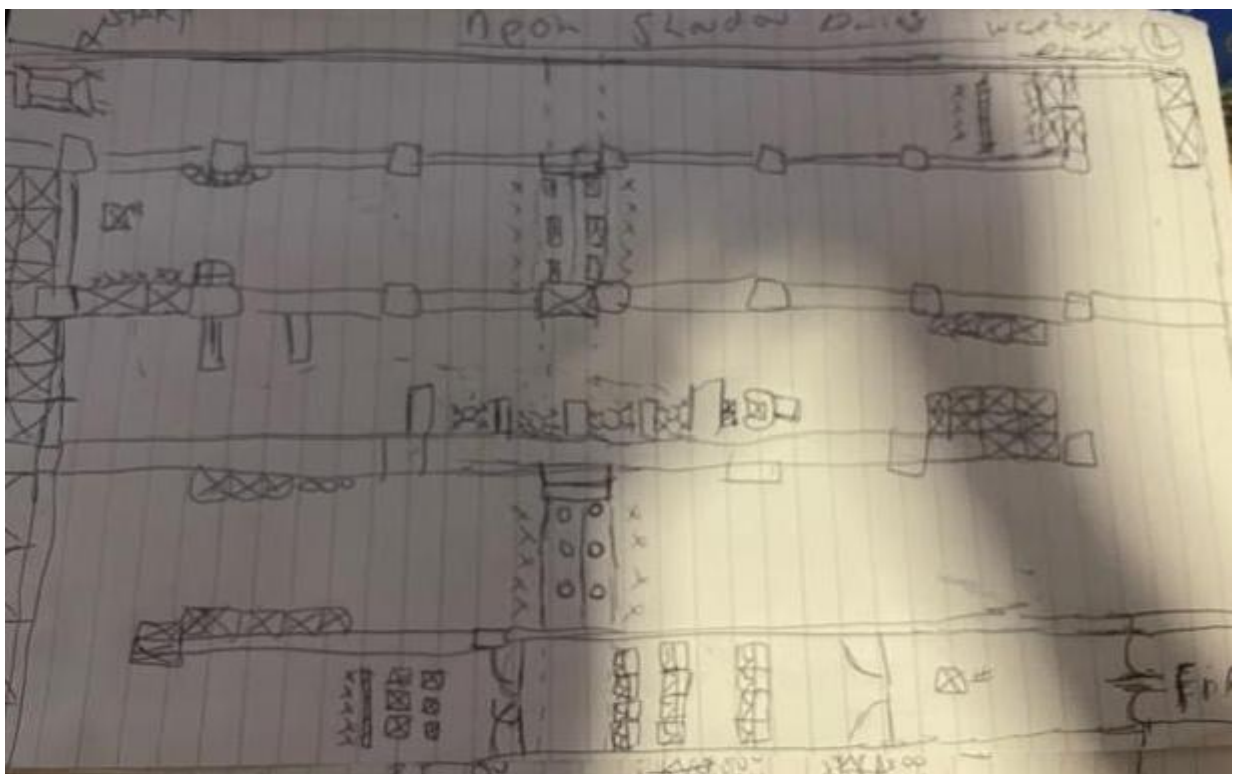


Figure.11



Figure.12

What Went Well:

Completed the drawing task that I have set-up with all the figures as above.

What Didn't Go Well:

In my unity program it was the wrong type of unity, when log-in to the program there is an error of missing files as well. Basically, to sort of this I have reinstalled the unity recommending version and I have restarted the basics again like redefining the maps, get the assets from the unity website store as well.

Overall Reflection for five weeks so far. Over the five weeks, I learned how to take a simple idea and turn it into a functional phone game. The process taught me to manage scope, accept feedback, and balance creativity with technical limits. If I had more time, I would expand the game with new levels, soundtracks, and a rewards system

Week 6. (27th October)

This week it was a game jam week, where I focused on either on working on the game itself from the problems that I had last week or updating the project planning document with involving a website called Trello; this is a website that helps me to be organising the tasks that I set-up for this logbook and the GDD of Neon Shadow Drift mobile phone game. As the project planning document deadline as this Friday coming up (7/11/) that I need to hand it in before this date. For the planning document I have covered as a creating 4 features specs for my game plus to able to generate as a break down list of steps for delivering them in many different key stages. Plus, I have put as an estimate of in- work as a most or low priority for each checklist as an item to able to be identifying of these parts to be required for minimum viable game and the finished game.

Week 7. (3rd November)

For this week, I have problems with the game itself by still on the wrong version at home. But when I went to class (Penda) who assisted me to sort out of the game. For example, I reset the project as it is semi broken therefore, I start as refresh mode like get the game so I can be able to use it either at class or at home. One of the problems was at home was:

Road	The road is not working at all	Trying to sort it out by watching many of different YouTube videos and the unity help or unity learning page	For this, I now can be able to have the road have a loop for the car can look like the car is moving across the level which I am very happy with
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I sorted it out on Friday by rewatching this YouTube as I didn't understand as the last time I watch it. <https://www.youtube.com/watch?v=Ldyw5IFkEUQ&t=74s>. which I able to sort it out by going step by step in that video.

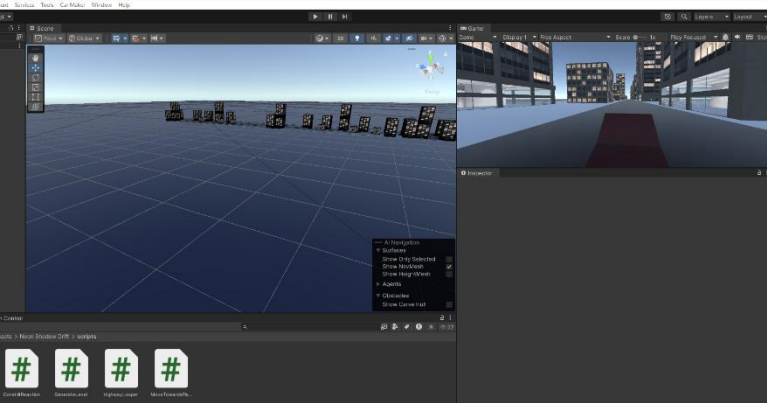


Figure 13. the car driving in the city is working.

Next week my task is to readd the drone mesh fbx again with the script and tidy some levels to make it nice and polish up for game itself.

Week 8 (10th November)

This week, we explore in the random pathfinding system and pathfinding patterns for the AI drone movement, and I have spent a lot of time on thinking about this about to able to handle AI drone movement in Neon Shadow Drift besides fairly, I'm opening to see on why this material is most matters so much. I've occurred of in-testing out of many different types of systems as for the AI drone can gaze at several possible paths and pick whichever one seems best in the moment. For example, the simplest way is just having enemies move in a straight line to the player, but that always looks a bit stiff. Sometimes they'll drift awkwardly before going where they're supposed to, which doesn't feel right at all. This can help within of the tweaking it so that this is mostly even in-between X and Y movement to makes it look a bit more naturally for example in move of the diagonally instead of simply of zigzag. Other than that, doesn't handle walls or anything that might get in their own way.

So, I started exploring node-based movement. Basically, if you fill the level with points that each have a clear line of sight to the next spot, you can get the AI to 'think' about where it's going instead of mindlessly charging around. It's a lot smarter and feels like the enemies are navigating the world, not just following a boring script. It's especially useful for patrols, or for making sure they don't try to walk through a wall. If you place these nodes with smart sight lines, everything just makes more sense while you're playing.

I've also looked at more advanced pathfinding, like A* or depth-first search, which are the same tools games use for solving puzzles or making sure a pipe connects from start to finish. It's neat because it means enemies and objects can solve the same kinds of spatial problems that players do. It makes the game feel a bit smarter without being impossible to play.

Emergent behaviours like flocking have been on my mind, too. With just a couple rules—stay close, move in the same direction, don't bump into each other—you suddenly get groups of enemies that swarm or split in ways that look surprisingly real. I think I could use that for groups of drones or enemies moving together through the neon levels. Change how much they can “see,” and the whole pattern shifts from flying in a V-shape to a single-file line.

When it comes to stealth and making the game tense, I keep coming back to how games like Resident Evil do it. Their AI is predictable enough that you can kind of learn the patterns, but there's always some little twist, like an enemy pausing unexpectedly or changing states when you make noise. It keeps you guessing. I want that feeling in my game: behavior the player can study, but just enough unpredictability to throw you off now and then.

For the actual detection system, I think simple is best. I'm just checking if the player's close enough to be seen or heard, then using a straight line test to make sure there's nothing blocking the view. This is quick, reliable, and means I can easily add in spots for players to hide or sneak around, which fits the vibe I'm going for.

Bottom line, I think these systems are exactly what Neon Shadow Drift needs. They're quick to build, easy to tweak, and flexible enough to make enemies smarter as I keep adding ideas. But most of all, they'll help me hit that sweet spot where the game feels fair, tense, and just tricky enough to make every encounter exciting, without overwhelming the player or making the AI look fake.