

# THE PROJECT

The purpose of Blake Stryker is to produce a fun and engaging mobile game for players that enjoy casual mobile play, but require the challenge usually found in more "hard-core" strategy games. By filling this niche market, the objective is to create a profit-bearing medium for Secret Lab, either through distributing the game client for a cost or incorporating advertisements into the game client.

Combining elements from a board and card game, Blake Stryker aims to create a unique multiplayer experience on the iPhone and iPod Touch. The player will face off against up to three other friends in the fight to become the "Number 1 Space Mercenary" by travelling to the centre of the Blakeverse and challenging the renowned Blake Stryker.



Players move around the galaxy, defeating enemies and other players through battling with cards. Missions must be completed in order to gain enough reputation and skill to open up paths to the inner realms of the galaxy. Each player holds a unique deck of cards which are upgraded throughout the game and are a measure of the player's strength - they must aim to build a deck that is strong enough to defeat the antagonist of the game, Blake Stryker.



## THE LAST OF THE GREAT SPACE MERCENARIES



## THE TEAM



Team Blake consists of 8 members: Catherine Gomer, Darcy Ruangrit, Jeames Bone Tyson Cleary, Emily Stone, Alex Lawson, Ben Lea and Rex Smeal. The team has a wide array of backgrounds, ranging from Computing, Information Systems, Business and Science. We all have a passion for creating applications and games that are fun and enjoyable to play.

## THE CLIENT



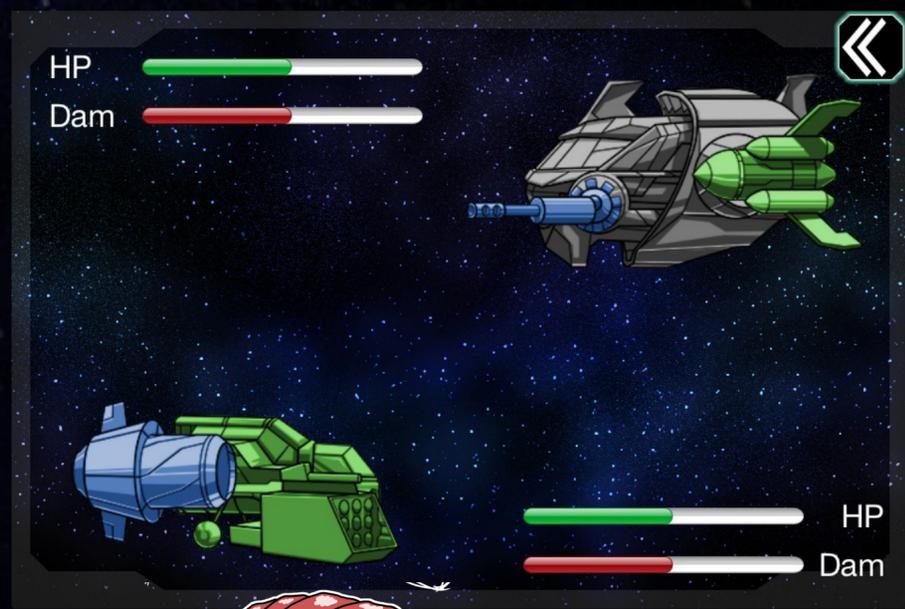
SECRET LAB  
IPHONE • IPAD • APPS • GAMES

The client for the application is Secret Lab, a Hobart-based mobile development company that was established in 2008. They produce software for Macintosh, iPad and iPhone, as well as developing custom Cocoa development services, and work on web design and web development. They have a passion for game design and development.

# WHAT WE ACHIEVED

At the beginning of the semester, we were given a basic game world and core mechanics for the game. Over the course of the design phase, we developed the game world by creating characters and expanding the story, and we refined the core game mechanics to produce balanced and exciting gameplay.

Original artwork was created with basic sketches from the beginning of the semester evolving into fully rendered designs within the game. The application itself was written in Objective-C, a requirement for the use of XCode to create iOS applications. This was a major hurdle that the team had to overcome, as none of our team members had any experience for coding for iOS or with Objective-C. Along with XCode, SQLite, Parse, GitHub, Photoshop, Flash and Audacity have all been used to produce the game.



## ARTWORK

Art has been a strongly emphasised component from the early stages of development, and the entire team has been involved in its production. Some of the more notable accomplishments include artwork supporting our modular ship-building interfaces, as well as flavour artwork for ability cards, missions and special enemies and monsters! We at Team Blake believe that usability of an interface is greatly enhanced by attractive graphical elements, and ensured that all interactions with the software would be smoothed by intelligently designed imagery. Non-Playable Characters were designed from scratch, with early sketches evolving into fully rendered, coloured designs.

