Your Project Name

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| Team | | |
| **Name** | **Role** | **Description** |
| Jordan Wesson | **Programmer, Designer** | **Design and implement the games features and mechanics** |
| Ewan Anderson | **QA** | **Tests on web and PC** |
| Luke Kovacs | **QA** | **Tests on web and PC** |

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| Project Summary |
| A linear 3D Mario inspired platformer with a focus on the jump mechanic. The player has a triple jump combo gaining speed and height with each stage of the jump. The jump is inspired by Mario’s triple jump from Mario 64. The aim of the game is to complete each level under the time limit with the option of collecting coins. |

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| Milestones and Deliverables |
| List the features within your game that should be demonstrated |
| **Prototype:**   * Three stage jump * Player movement (momentum, drag) * Mocked up GUI including coin count and timer * 1 level * Main menu * Pause menu * Level Select * Look around with camera * Particle effects for landing and running forward   **Final Build:**   * Coins – physical and counter * Count down timer implemented * 4 levels each showing an additional game mechanic * Level end * Bottom of the world death barrier * Death barrier * Virtual Controls * GUI finalized |

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| Scope |
| Project scope sets boundaries, its important to define what is and is not part of your project. Here are some guiding questions for identifying a projects scope:   * Who is the project being delivered to? * What is the project timeline and budget? * What resources will be required? |
| **In-Scope:**   * Player Movement * Three stage jump * Death * Coins * Timer   **Out-of-Scope:**  Describe work that may be related, but not in scope based on budgets, time and resources. Eg: you may be working on a prototype for a game to be delivered. It may be considered out of scope to develop more than 1 level.   * Score * Lives * More than 4 levels * Next/prev buttons in level select |

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| Issue Log | | |
| Please provide a summary of issues that have been recorded for the project | | |
| Issue Description | Resolution notes | Status (open/closed) |
| Coin sound is delayed |  | Closed |
| Jittery collision on walls when jump |  | Open |
| Character stuck floating |  | Closed |
| Player can jump when paused |  | Closed |
| Doesn’t immediately reload when touching killzone |  | Closed |
| Timer counts down when in menu |  | Closed |
| Timer doesn’t reset after leaving level |  | Closed |
| Weird collision on edge of ground |  | Open |

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| Feedback Log | | |
| Keep track of feedback provided by your peers, refer back to discussions that you have had, and feedback provided. Try to list all types of feedback you received. | | |
| Who gave feedback | What was the feedback | Changes you made based on the provided feedback. (no change is also acceptable) |
| Everyone | Coins sound delay needs to be removed | Shortened sound clip |
| 6/8 people | Player movement was enjoyable | None |
| 2/8 people | Player movement was to floaty | None |
| 2 people | The coins movement speed could be increased | None |
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| Documentation Checklist | |
| Your tdd should include the following, please verify | |
| **Item** | **Done / Not Done** |
| Research Workbook (download from canvas) | D |
| TDD: Game Title | D |
| TDD: Project Summery | D |
| TDD: Target Audience | D |
| TDD: Game Controls (PC) | D |
| TDD: Game Controls (Touch) | D |
| TDD: Game Controls (Controller) | D |
| TDD: Game GUI wireframes (all screens) | D |
| TDD: Asset Lists | D |
| TDD: Software and Tools used | D |
| TDD: Description and overview of Implemented System  Eg: how your handling input / spawning / health / switching between states etc… includes a flowchart to communicate concepts | D |

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| Platform Evidence |
| Provide a screenshot / photo of your game running on the following platforms:   * Firefox * Chrome * Windows from release build * Android |
| **Firefox**  **Chrome**    **Windows**    **Android** |