

Hauptman der Hausmeister

pickelhaube -

These helmets have the dual use of head protection as well as defining rank and position.

rucksack -

Used to carry repair and maintenance equipment.

lederschutzmaske -

Used for general face protection as well as protection from fumes.

schutzanzug -

This protection suit is standard issue for all Hausmeister units. The suit provides a level of protection from heat, fire, cold, as well as exposure to the sometimes harsh chemicals used during clock maintenance.

The suit can also inflate to allow rolling, bouncing, and limited floating.

Name: Herman Pohl

Rank: Hauptman der Hausmeisters

NO: 7774311

Revolution of Birth: 4,119,750

Years of Service: 35

Pension: A4 Approved

Height: 6'1"

Weight: 195lbs.

Eyes: Blue

Hair: Black (now Grey)

Personal Details:

Rising out of the now defunct Hausmeister Youth-To-Work program, Herman Pohl began leading Hausmeister Auxiliary Units in the spring of rev. 4,119,769. Quickly proving himself as a capable leader, being noted for his unorthodox thinking, he was promoted to Hauptman and began leading regular Hausmeister Units in rev. 4,119,774.

Herman quickly rose through the ranks, being promoted to Oberist in rev. 4,119,784. Though he was noted for promotion several more times his humble origins and his lack of attending one of the family Officer Academics prevented any further advancement.

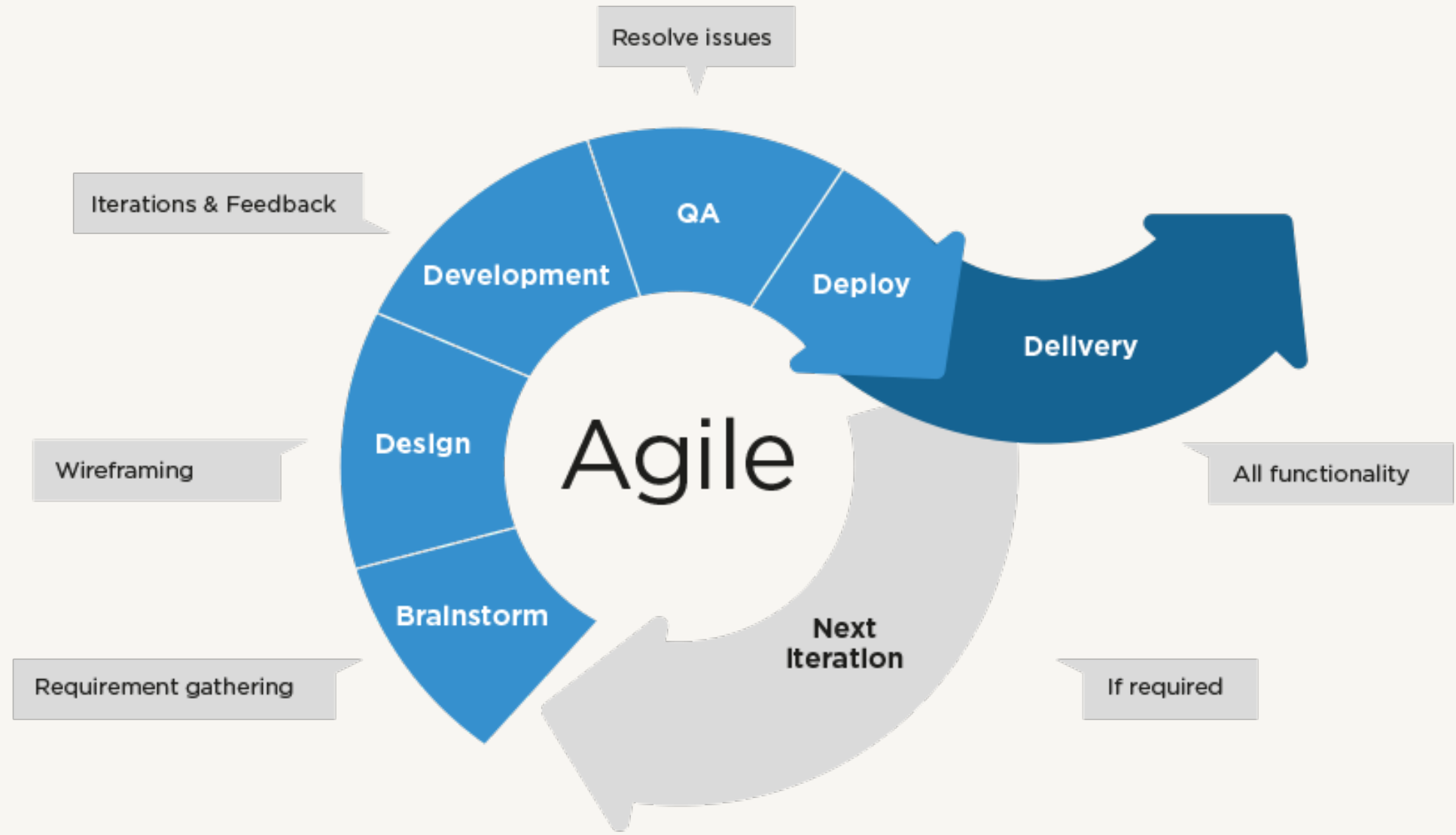
Herman is well noted for many successes but his greatest accomplishment was the prevention of a complete wind-down during the Great Gremlin Invasion of 4,119,795. While Herman's efforts saved time as we know it, he was never-less demoted back down to Hauptman for his use of unauthorized procedures. This decision made by the upper echelon of the privileged Officer Corps soured Herman's attitude toward the Hausmeisters and he now just plugs along waiting for retirement.

Game Design Document

GDD

Agile

- As metodoloxías áxiles (Agile) buscan proporcionar en pouco tempo e de forma iterativa pezas de software.
- É o método de traballo máis común dentro do sector do desenvolvemento de videoxogos.
- Baixo as metodoloxías áxiles traballan diferentes equipos autoxestionados.



PO (Product Owner)

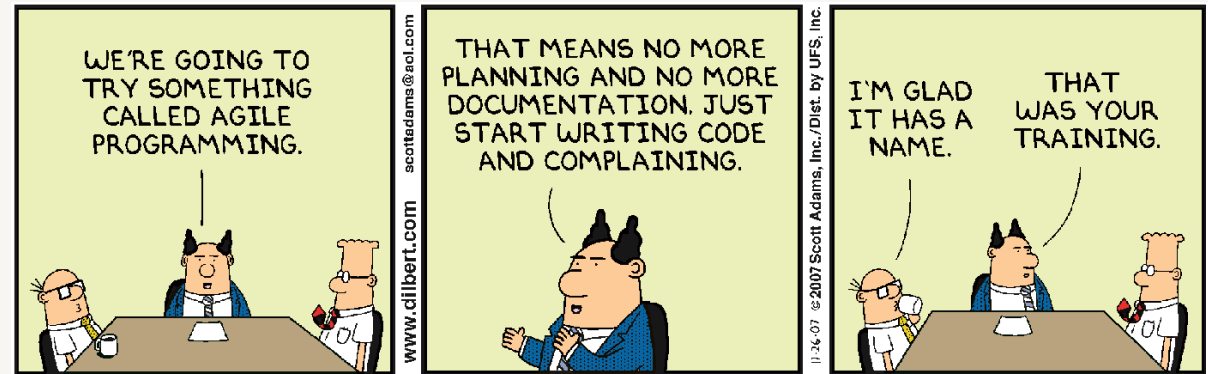
É o nexo entre o produto, o cliente e os diferentes equipos que traballan no desenvolvemento do produto.

Ten unha visión xeral do produto.

Transforma as ideas e necesidades do cliente en requisitos para o produto.

Responde ante os equipos de desenvolvemento coñecendo tanto as necesidades do cliente como dos usuarios.

Documentación

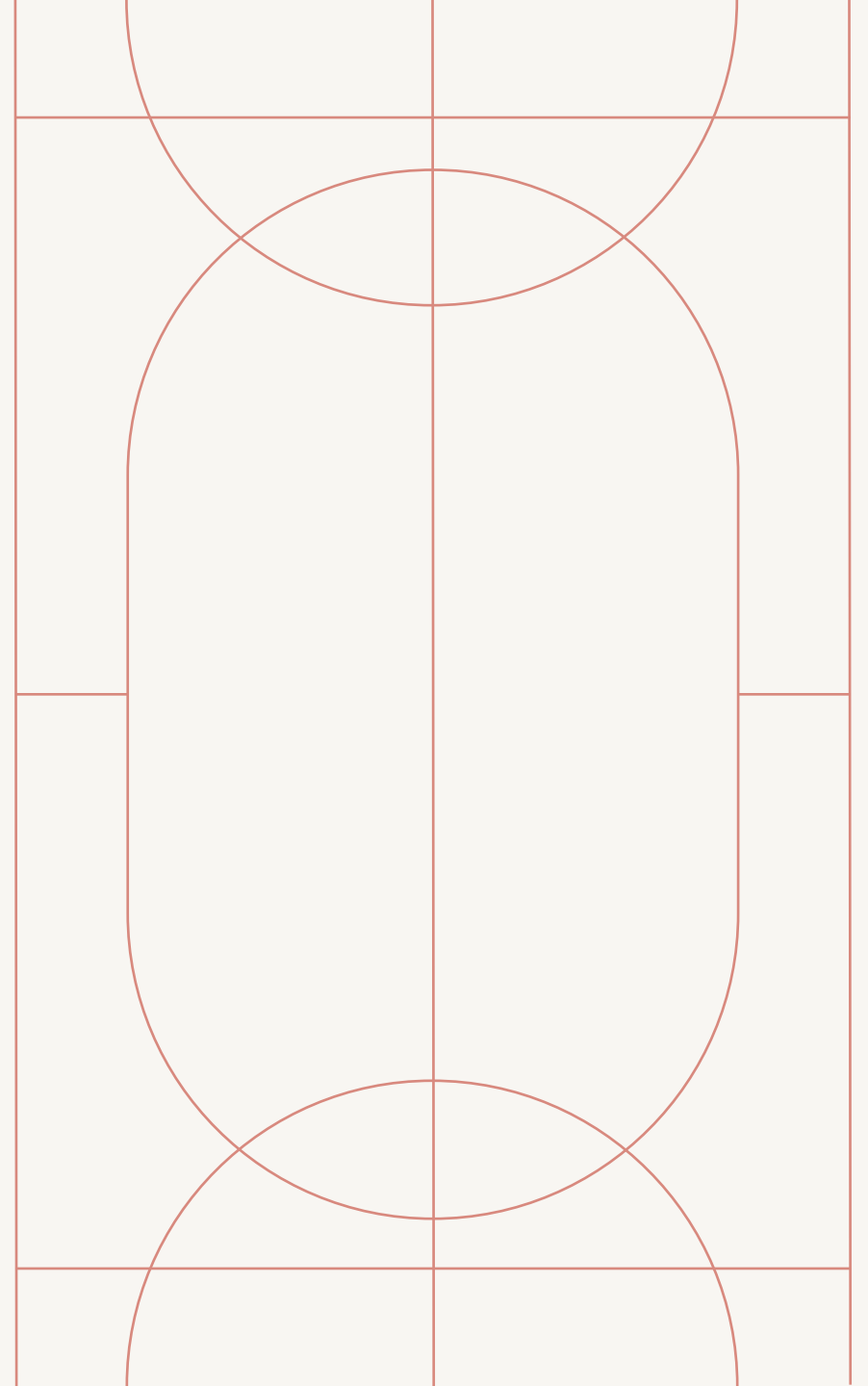


Documentación. GDD

- O propósito da documentación é comunicar detalladamente a visión do produto a obter para a súa posterior implementación.
- GDD é a documentación base dun videoxogo.
- O PO perfila o obxectivo a seguir do videoxogo.
- Os deseñadores e artistas crean e plasman ideas.
- Os desenvolvedores obteñen as instrucións e expresan a súa experiencia.

GDD

- As finalidades do GDD son:
 - Expresar a visión do videoxogo
 - Describir os contidos
 - Presentar un plan para a súa implementación



A red die with holes is the central focus, resting on a colorful board game. The board features green grass, yellow sheep, and circular tiles with numbers like 7, 8, 9, and 10. In the background, there are blue and red game pieces. The entire scene is overlaid with a semi-transparent dark green filter and a thin red arch frame.

GDD. Guidelines

Guidelines

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Introducción

- Trata de describir moi brevemente o xogo incluíndo aquela información relevante para o lector do GDD.

“Silent Hill 2 is a 3rd person experience for the Playstation 2 console. The protagonist is James Sunderland who is drawn to Silent Hill after receiving a letter from his dead wife Mary, asking him to meet her there.”

Background

- Esta sección utilízase para describir as propiedades con licenza, as secuelas e conceptos con fortes influencias de títulos lanzados anteriormente, etc.
- Se se ten a intención de utilizar un conxunto existente de código, ferramentas xa existentes (como motores de xogo) é necesario describir estes elementos nesta sección.

Descrición

- Esta sección utilízase para describir o xogo aos lectores.
- Importante describila usando a segunda persoa (p.e. Poderás desbloquear niveis extra unha vez obteñas todas as estrelas dos niveis comúns)
- Evitar describir accións específicas como "ao facer click no elemento X" no seu lugar utilizar por exemplo: "ao interactuar co elemento X"
- Esta sección ten que ser a encargada de mostrar o valor do xogo.

Características clave

- Esta sección úsase para describir as características clave que diferencian este xogo doutros
- Nos xogos de formato físico adoita ser a pequena descrición que vén na parte traseira do xogo
- As características clave teñen unha relación directa coa descrición do xogo, polo que teñen que estar contidas na descrición

Género

- Nesta sección é necesario definir o/os géneros aos que pertence o xogo. (P.e. plataformas, *sandbox*, *shooter*, *rpg*, etc.)
- Tamén é importante definir un xénero nicho ou subgénero (p.e. ciencia ficción, debuxos animados, medieval, etc.)

Concept Art

- Descricións visuais detalladas: imaxes ou ilustracións que mostran a aparencia, a personalidade e o estilo dos personaxes, escenarios e obxectos do xogo.
- Referencias e estilos artísticos: información sobre a inspiración e o estilo artístico que se utilizará no xogo.
- Paleta de cores: especificación da gama de cores que se utilizarán no xogo para garantir unha aparencia coherente.
- Prototipos e bosquexos: bosquexos e prototipos dos elementos visuais do xogo para axudar no proceso de desenvolvemento.

piekeltunne -

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