

Dawg Man Project

Project Name: Dawg Man

Platforms: Pc, Desktop

Milestone 1:

Budget: 100 USD

- Player character controller
- Dogs Shop
- Dogs Shop Owner
- Interior of dog shop.
- Dog cells

At the end of this milestone player will be able to roam around the small city/town. Mini-Map will be added for player to navigate around the city. There will also be a dog shop from where player can go and interact with the shop owner to check dogs. The dog shop will have proper interior with dogs around performing different fun actions.

Milestone 2:

Budget: 100 USD

- Purchasing/Adopting dogs
- Roaming around the city with dog
- Player house with interior
- Storing dogs in kennel

At the end of this milestone player will be able to purchase dogs from the shop. Player will also be able to roam around the city with dog walking. Player will also be able to take dogs home to keep them in a kennel. The player house will be added in this milestone.

Milestone 3:

Budget: 50 USD

- Dog Stats

This milestone is all about dog stats. At the end of this milestone Dogs stats will be added like dog name, dog hunger level, dog health, dog stamina, dog attack damage, dog will power, dogs walk/run speed (You can suggest more if you want).

Milestone 4:

Budget: 150 USD

- Dogs training systems
- Dog parks
- Dog GYM
- GYMs interiors
- Treadmill training
- Walking trainings
- Attack trainings

This milestone is all about training dogs. Player actions will affect the dog stats. Like giving food on time to dog will increase its health and stamina, taking dog on walk increase its stamina and will power. In this milestone dog gyms and dog parks will be added where player can take their dogs to train like player can take their dogs in parks for a run in much better environment which effect its stamina more. Also, player can use treadmills, Dogs will also be able to use dummies to practice their attack damage. At the end of this milestone player will also be able to play as a dog he is moving with at special places like gyms or parks to train himself. Also, a dog's stats saving system will be added to store all the information for each dog player have.

Milestone 5:

Budget: 100 USD

- Fighting Systems
- PVP
- Attacking systems
- Fighting effects
- Sound effects
- Particle effects

This milestone is all about the fighting system. Players will be able to take their dogs to arenas for fighting. There will be a proper arena environment. Players will be able to fight at arenas all the training player have provided his dogs will show off in arena. There will be proper particle effects and required effects to make the experience of player a lot more better.

Points to be noted

- Sound effects, Audios and particle effects will be added from the first milestone and will also be updated with every milestone to improve the player's experience
- City will not be live as other games as we will not work on NPCs, traffic system in city.
- City will also not work in multiplayer.
- Players will only meet in arenas where they can battle against each other.
- Also, There will no shop/mart in city from where player can purchase props for their dogs like armor etc to customize their dogs and to affect their stats.
- There will be no pit bulls in game.

At the end of this project you will have a complete functional open world game with a small town with all key features explained above.

Best Regards,

Muhammad Ali

Sr. Game Developer