

Fruit Basket Production Plan

Game by Team Hawks

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Other Reading

Pre-Development

[Game Design Document](#)

[Feature List](#)

[Wireframe](#)

[Project Repository on Github](#)

Production Requirements

Hardware & Programming

- Oculus Go
 - Required by brief
- Unity (2019.3.6f1)
 - Required by brief
- Microsoft Visual Studio

Art

- Maya
- Photoshop
- Substance Painter (2019.2.3)

Production Tools

- HacknPlan
- GitHub

Risk Analysis

<p>The game does not need deep or complex mechanics</p> <p>Game is expected to be repetitive</p> <p>3DOF restriction reduces need for details beyond a set point</p>	<p>The game may be considered repetitive by target audience</p> <p>Lack of movement can be disorienting</p> <p>Lack of positional controller tracking can limit gameplay</p>
<p>VR is still a relatively new market, providing ample room to break into it</p> <p>Wide target market, with primarily hardware as a limiting factor</p>	<p>Other, larger games like this could easily appear and dominate this one</p> <p>Target audience may not be interested in VR games</p>

Production Board

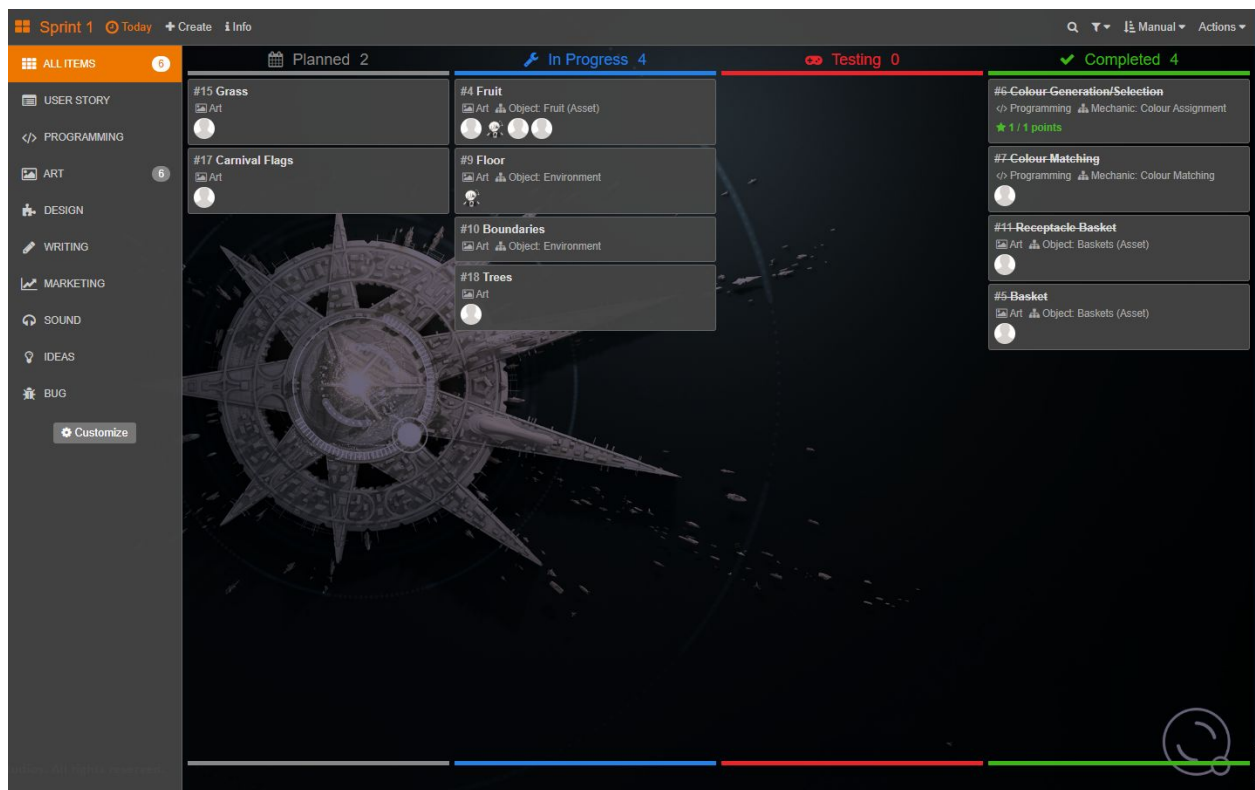
[Board on HacknPlan](#)

Game Design Model

Game Design Model		Search	Folder	Actions
Folder: Programming (2)				...
Folder: Colour system (2)				...
Mechanic: Colour Matching				...
Mechanic: Colour Assignment				...
Mechanic: Ball/Basket disabler				...
Folder: Art (6)				...
Object: Fruit (Asset)				...
Object: Baskets (Asset)				...
Object: Environment				...
Object: Hand (Asset)				...
Menu: UI Assets				...
Folder: OPTIONAL (1)				...
Object: Prizes (Assets) (Opt)				...
Folder: Design (3)				...
Folder: UI & Menus (2)				...
Menu: Game UI				...
Menu: Score screen				...
Folder: Particles (Opt)				...
Folder: Sound (Opt)				...
Chapter: Risk Assessment				...
Chapter: Documentation				...

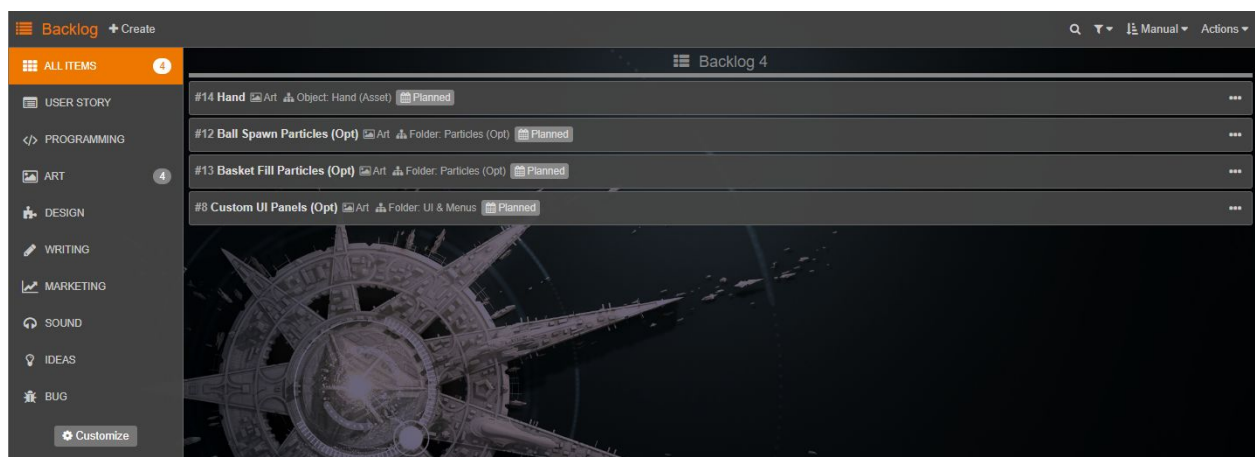
Game Design Model, fully exposed. Current as of 9:00 AM, 23/06/2020. Folders/Items marked as “OPTIONAL” or with an (Opt) are for items considered stretch goals, and not required for a playable game.

Sprint



Sprint 1, which covered all items necessary for a playable game. Current as of 9:00 AM, 23/06/2020.

Backlog



The backlog, which covered stretch goals for the project. Current as of 9:00 AM, 23/06/2020.