Space Game (Prototype)

Technical Design Document

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Contents

Game Overview

Game Developers:

    Anthony Reese

    Armando Perez

    Dwayne Wilkes

    Irina Brigido Chan

Game Title: Space Game (Prototype)

Game Platform: Mac OS10.11+ and Windows 7 SP1+

Game Style: Third-Person Action Exploration

Rijeka Repository: CS596S19_3D_Game_Team04

    URL: https://tinyurl.com/y482yhe3

Game Overview

Space Game (Prototype) is a third-person action exploration where the player needs to collect and ship parts found throughout the environment and deliver them back to the main ship, while fighting or avoiding different types of enemies. The player will be able to find weapons to damage enemies, as well as items to replenish health and other player status.

Technical Summary

The game will be developed using the Unity game engine (version 2018.3.x). Blender and Adobe Photoshop will be used for 3D asset creation and texture painting whenever possible. The game will be developed for PC and MacOS simultaneously, and will use the basic Unity System Requirements[1] for development and final build.

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[1] https://unity3d.com/unity/system-requirements - Final requirements may vary.

Version Control

The game will be mainly developed on the `(master)` branch with coordinated effort among the developers for minimizing merge conflicts. For concurrent development, each team member will have a seperate branch and will merge back to the master branch when the artifact is complete.

Development Plan

Product	Prototype	Final Build
3D Game Assets	Simple geometric shapes as placeholders for items, ship prefabs and enemies	"low-poly" style assets will replace placeholder objects
Environment	Main terrain mesh with few environment items for easier development	Populated environment with diverse terrain modifiers and vegetation
Scripting	Basic character controller with simple camera follow Basic enemy AI behavior Few ship pickup items, few spawn points, static ship model when delivering pieces.	Optimized camera follow, player attack actions. Optimized AI behavior with additional modes.
Audio	No audio	Music and audio effects

Milestones

4/30 - Prototype delivery

5/7 - Final build

Project Tracking and team communication

Slack was used for team communication. Scrum meetings were registered on the Wiki section of a separate Rijeka repository: https://tinyurl.com/y5n4p46e

The Issue and Board sections of the repository were used for tracking issues and features that needed development or improvement.

Script Summary and Analysis

`TO-DO!`