Blackout - Production report 1.0

The team:

Bruno Félix (Programmer) - Portuguese, 21 years young, Attempts to create something new while secretly copying from others.

Dylan Roque (Artist) -

Guilherme Ramos (Artist) -

Maria Rodrigues (Artist) - Portuguese, 20 years old, usually handling too many things at a time.

Max Sengotta (Artist) - German, 20 years old,

Sérgio Carvalho (Programmer) -

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The game:

Play as Xhama in his adventure. Your objective is to understand where your powers came from and save the earth from the evil city.

Use your powers to fight and solve puzzles. You use them to fight off your enemies and progress through the game.

Discover new powers. You will find a new power every time you encounter the *"Tattoo giver"*, it will be engraved as a *"Tattoo"* on your body.

A memory repressed explorer, awakens within the darkness of a thin aired atmosphere on an alien planet. Challenges arise when Xhama (explorer), finds himself covered with Runic symbols that give him abnormal abilities, of which he must use to fend off incoming enemies.

Game Feature list:

Feature number	Feature title	Description	Dependencies	Time
1	World creation	Map for the game, buildings, checkpoint and location of spawn points for enemies		7 days
2	Basic movements	Player movement, basic movements left, right, jump and run		1 day
3	Melee enemy	Melee enemy movement, attacks and states		3 days
4	Ranged enemy	Ranged enemy movement, attacks and states		3 days
5	Boss enemy	Boss enemy movement, attacks and states		4 days
6	Checkpoint	Save point, tattoo giver character (it may not have one) and respawn point for player		3 days
7	Player powers	Powers that the player will use throughout the game		5 days
8	World creation 2	Refurbish the map for the game, buildings, checkpoint and location for spawn points for enemies		7 days
9	Art/textures	Art or textures for everything in the game		15 days
10	Sounds	Sounds for everything in the game		5 days
11	Music	Background music for the game		1 days
12	Game story	Game story in the game		2 days
13	Satire character	Satire character for satire situations in the game		2 days
14	Testing	Tests for balance purposes		3 days
15	Polishing	Game polishing		5 days

Game backlog:

Number	Feature Title	Description	Dependencies	Time	Obs
1	Demonstration map	Creating a map for demonstration on the second delivery	NONE	1 day	
2	Checkpoint location model	Model for the checkpoint location on the map	Demonstration map	2 days	
3	Checkpoint model texture	Texture for the checkpoint	Checkpoint location model	2 days	
4	Main map	Map refurbished from Demonstration map	Demonstration map	1 day	Redesign of the map for the game
5	Map building textures	Textures for the buildings on the map	Main map	1 day	
6	Map road textures	Textures for the roads of the map	Main map	1 day	
7	Map sky texture	Texture for the skymap of the game	NONE	1 day	
8	Game lightning	Game lighting setup	Main map	1 day	
9	Camera movement	Camera moves according to mouse input	Player model	2 hours	Camera moves according to player input
10	Camera to world collision	Camera collides with the world in a way that it doesn't clip through and reveals the rest of the map	Player model/Demonstration map	1 day	
11	Ranged enemy model	Demonstrational ranged enemy model	NONE	<1 hour	
12	Ranged enemy movement	Ranged enemy moves in a patrol pattern	Demonstration map	1 day	
13	Ranged enemy chase stage	Ranged enemy will chase the player upon reaching a certain range of the player	Player model/ Player movement/ Demonstration map	1 day	
14	Ranged enemy shoot stage	Ranged enemy will shoot the player upon reaching a certain range after chasing	Player model/ Player movement/ Demonstration map	1 day	
15	Idle stance ranged enemy animation	Animation for the ranged enemy when standing still	Ranged enemy model	1 day	
16	Walking stance ranged enemy animation	Animation for the ranged enemy when walking	Ranged enemy model	1 day	
17	Shooting stance ranged enemy animation	Animation for the ranged enemy when shooting	Ranged enemy model	1 day	
18	Ranged enemy sounds	Sounds for the ranged enemy	NONE	1 day	

19	Ranged enemy model texture	Texture for the ranged enemy model	Ranged enemy model	1 day	
20	Melee enemy model	Demonstrational melee enemy model	NONE	<1 hour	
21	Melee enemy movement	Melee enemy moves in a patrol pattern	Demonstration map	1 day	
22	Melee enemy chase stage	Melee enemy will chase the player upon reaching a certain range of the player	Player model/ Player movement/ Demonstration map	1 day	
23	Melee enemy attack stage	Melee enemy will attack the player upon getting close enough to the player after chasing	Player model/ Player movement/ Demonstration map	1 day	
24	Idle stance melee enemy animation	Animation for the melee enemy when standing still	Melee enemy model	1 day	
25	Walking stance melee enemy animation	Animation for the melee enemy when walking	Melee enemy model	1 day	
26	Attacking stance melee enemy animation	Animation for the melee enemy when attacking	Melee enemy model	1 day	
27	Melee enemy sounds	Sounds for the melee enemy	NONE	1 day	
28	Melee enemy model texture	Texture for the melee enemy model	Melee enemy model	1 day	
29	Boss enemy model	Demonstrational boss enemy model	NONE	<1 hour	
30	Boss enemy movement	Boss enemy waits for the player	Demonstration map	1 day	Boss enemy won't move until the player gets close enough
31	Boss enemy chase stage	Boss enemy will chase the player when they get close enough to the boss	Player model/ Player movement/ Demonstration map	1 day	
32	Boss enemy ranged attack stage	Boss enemy will attack the player with a ranged attack while chasing	Player model/ Player movement/ Demonstration map	1 day	
33	Boss enemy melee attack stage	Boss enemy will attack the player with a melee attack when the boss reaches half health	Player model/ Player movement/ Demonstration map	1 day	
34	Idle stance boss animation	Animation for the boss enemy when standing still	Boss enemy model	1 day	
35	Walking stance boss animation	Animation for the boss enemy when walking	Boss enemy model	1 day	
36	Shooting stance boss animation	Animation for the boss enemy when shooting	Boss enemy model	1 day	
37	Attacking stance boss animation	Animation for the boss enemy when attacking	Boss enemy model	1 day	

38	Boss enemy sounds	Sounds for the boss enemy	NONE	1 day	
39	Boss enemy model texture	Texture for the boss enemy model	Boss enemy model	1 day	
40	Player model (demo)	Demonstrational player model	NONE	<1 hour	
41	Player movement	Character moving according to player input	Player model	2 hours	Character moving according to player input
42	Player melee attack	Player will have a melee attack	Player model/ Player movement/ Demonstration map/Demonstration enemy(ranged or melee)	1 day	
43	Player ranged attack	Player will have a ranged attack	Player model/ Player movement/ Demonstration map/Demonstration enemy(ranged or melee)	1 day	The ranged attack will only be obtained after an achievement in the game
44	Player shield	Player will have a shield to protect itself	Player model/ Player movement/ Demonstration map/Demonstration enemy(ranged and melee)	1 day	
45	Player dash	Player will be able to dash	Player model/ Player movement/ Demonstration map	1 day	Dash won't do damage, it will be merely for mobility purposes
46	Idle stance player animation	Animation for the player when standing still	Player model	1 day	
47	Walking stance player animation	Animation for the player when walking	Player model	1 day	
48	Dashing stance player animation	Animation for the player when dashing	Player model	1 day	
49	Defence stance player animation	Animation for the player when defending	Player model	1 day	
50	Attacking stance player animation	Animation for the player when attacking (melee)	Player model	1 day	
51	Ranged attack stance player animation	Animation for the player when attacking (ranged)	Player model	1 day	
52	Jumping stance player animation	Animation for the player when jumping	Player model	1 day	

53	Player sounds	Sounds for the player	NONE	1 day	
54	Player model textures	Texture for the player model	Player model	1 day	
55	Tattoos Lighting	Lighting for the player's tattoos when they activate	Player model	1 day	
56	"Guidance" character model	Demonstrational "guidance" character model	NONE	<1 hour	
57	"Guidance" character voice lines	"Guidance" character voice lines	NONE	1 day	Any event that is unfortunate to the player will include a satire voiceline from the "Guidance" character
58	Tattoo giver character model	Demonstrational Tattoo giver character model	NONE	<1 hour	This character will only serve the purpose of giving the player new tattoos
59	"Guidance" character animations	Animation of the "guidance" character	"Guidance" character model	1day	
60	"Guidance" character model texture	Texture for the "guidance" character model	"Guidance" character model	1 day	
61	Tattoo giver character model texture	Texture for the Tattoo giver character model	Tattoo giver character model	1 day	
62	Tattoo giver character animations	Animation of the Tattoo giver character	Tattoo giver character model	1 day	
63	Main menu UI	Main menu will feature "Play", "Settings", "Credits" and "Quit game" buttons	NONE	<1 hour	
64	Abilities tab UI	The abilities tab will feature the abilities that the player owns and the one that is selected separately	NONE	1 day	
65	Abilities tab wheel	Abilities wheel to scroll through the owned abilities	Abilities tab UI	1 day	
66	Background ambient noise	Sounds for the game	Demonstration map	1 day	
67	Background music	Music to accompany the player	Demonstration map	1 day	
68	Main menu background music	Music to accompany the main menu	Main menu UI	1 day	
69	Main menu sounds	Music to accompany the main menu	Main menu UI	1 day	

2D art backlog:

Number	Feature title	Description	Dependencies	Time	Obs
1	HUD - Health Bar	Red bar symbolizing the player's health	None	<1 hour	
2	HUD - Stamina Bar	Yellow bar symbolizing the player's stamina	None	<1 hour	
3	UI - Ability Tab	Wheel of abilities where the player will be able to choose which ability to use next	None	<1 hour	
4	UI - Play Button	The button that leads to the game screen and starts the game (textured button)	None	<1 hour	
5	UI - Settings Button	The button that leads to the game settings (textured button)	None	<1 hour	
6	UI - Credits Button	The button that leads to the credits of the game (textured button)	None	<1 hour	
7	UI - Quit Button	The button quits the game and closes the application (textured button)	None	<1 hour	
8	UI - Resume Button	The button that un-pauses the game (textured button)	None	<1 hour	
9	Initial Placeholders for In-Game Wireframes	First stage of high-fidelity wireframes, whereas the basic layout of the menus and screen flow is put together	Assembly of respective buttons and commands	1 day	
10	High-fidelity Wireframes	Wireframes that capture the look and feel of the desired screenflow	Initial Placeholders	1 day	

3 art backlog:

Number	Feature title	Description	Dependencies	Time	Obs
1	Buildings	Condensed city with a variation of futuristic looking buildings and structures	None	3 days	
2	City backdrop	Environment filler for the map, consisting of condensed street elements	None	2 days	
3	Checkpoints	Area in which the player is awarded a backup within the level	None	<2 hours	
4	Main character	Xhama, main protagonist, played throughout the game	None	3 days	
5	"Guidance" character	A humorous companion that interacts with you throughout your playthrough	None	1 day	
6	Tattoo giver	Character that grants the main character with the ability of a new tattoo (power)	None	1 day	
7	Ranged enemy character	NPC that agresses through a ranged attack	None	1 day	
8	Melee enemy character	NPC that agresses through a melee attack	None	1 day	
9	Boss enemy character	Main enemy character	None	1 day	

Sprint backlog:

Sprint Number	Initial Date	Final Date	Sprint planning
1	3/30/2020	4/6/2020	Analyze the feedback of the first delivery and start the programing aspect of the game
2	4/6/2020	4/13/2020	Create the Ai for the enemies in the game
3	4/13/2020	4/20/2020	Create the player attacks
4	4/20/2020	4/27/2020	Start development of a demonstration map for the second delivery
5	4/27/2020	5/4/2020	Create / Improve the paperwork / teaser
6	5/4/2020	5/9/2020	Preparation for the second delivery / finalize the teaser
7	5/2/2020	5/19/2020	Second delivery
8	5/19/2020	5/20/2020	Analyze feedback once again
9	5/20/2020	5/27/2020	Create the actual map of the game
10	5/27/2020	6/3/2020	Polish the Ai of the enemies
11	6/3/2020	6/10/2020	Polish paperwork / Animate the characters
12	6/10/2020	6/17/2020	Create trailer
13	6/17/2020	6/24/2020	Preparation for the final delivery
14	6/24/2020	7/1/2020	Final delivery

Technical Infrastructure:

Software used for communication between colleagues:
- Whatsapp
- Discord

Software used for communication between colleagues and teachers:
- Slack

Version control:
- Google drive build versions
- Local version control (Bruno's computer)
- Cloud control (Unity Collab)

Document sharing:
- Google drive
- Discord
- Whatsapp

Project management:
- ClickUp
- Google drive

     From the start of the project to about the time when the second delivery was complete, we used ClickUp and the Google drive to keep the project updated and to keep everyone informed, however, with time ticking down through the third delivery, we started using these platforms to manage the project less and less, which lead to certain documents not being delivered, or being incomplete, in spite of all of that we still strongly believe that doing them would mean demeaning the project, so it was a calculated risk.

     Documents have always been shared through Google drive, this is how most of the implementation of each thing went regarding the game. We also used Discord and Whatsapp for this, but it was more dedicated into getting the opinions of the group rather than sharing the final product of each thing.

     Controlling the version of the game has always been relatively easy due to local version control and cloud version control with Unity Collab, it was also relatively easy to send those versions to the drive, however, with the timeframe getting ever closer to the final delivery, we weren't able to deliver intermediate builds to the drive since we would be wasting precious time on the upload.

     With the internal group issues, mainly the fact that we lost a member within the timeframe of the project, group communication was a bit harsh, everyone felt a bit overworked and tired for most of the time, however, we managed to deliver the project regardless of those complications.