

Dogs of The Seas 2 - Production plan

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Production Plan:

Feature number	Feature Title		Description	User stories	Dependencies	Time
1	Player	Movement	Allows the player to move around.	When the player presses the movement keys, their ship will move in the direction that the player pressed		1h
		Select bot	Allows the player to select a bot.	When the player presses the left mouse button on another ship, if it is a bot, they will be selected, in which case the player will be able to see the bots' health and choose to fight or not fight that bot.	Bots	2h
		Plunder	Allows the player to plunder the map for resources.	When the player is near a resource node on the map, they can press spacebar to collect resources if they still have cargo space in the ships' inventory.	Resources / Map / Player boat	3h
		Fire shot	Allows the player to fire.	When a bot is selected, the player can press spacebar or the corresponding number to fire cannonballs or chainballs onto the selected bot, if they have either of those in their inventory.	Player boat / Bots	1h
		Interact with city	Allows the player to interact with a city.	When the player is near a city, they will be able to interact with it by pressing spacebar, this will in turn, open a trading menu that the	Map / Player boat	3h

				player can trade resources with.		
		Enter/Leave homebay	Allows the player to leave or enter their homebay.	When the player gets close to their homebays' location, they can press spacebar to enter it, and the sail button to leave it.	Homebay / Map	1h
2	Homebay	Construct buildings	Allows the player to construct buildings in the provided slots.	The player will be able to construct buildings in the 5 available slots the homebay offers, these buildings will in turn produce resources for the player depending on what the player selects.	Homebay	5h
		Warehouse	Allows any production to be stored in the warehouse.	The resources produced within the players' buildings will be stored in the warehouse, where the player can view or move them to and from the ship.	Homebay / Player boat	3h
		Dock	Allows the player to upgrade their ship.	The player will be able to upgrade their ship and their stats.	Homebay / Player boat	2h
		Player/Home bay inventory	Allows the player to move resources to and from their homebay's inventory.	The resources produced and gathered by the player can be moved into and from the warehouse (which is the homebay's inventory) for further production or trade outside the homebay.	Homebay /	2h

		Production	Allows the player to produce resources out of their homebay.	Resources will be able to be produced in the homebay's buildings, each of which will have a menu that will have the options to produce certain resources depending on which building it is and upgrade them, in order to produce more resources. The player will also be able to destroy them in order to free up a slot for another type of building.	Homebay / Player boat / Buildings	4h
3	Economy	Cities	Allow the player to trade their resources with other cities.	Cities on the map represent trading locations, the player will be able to trade with cities in order to grow their economy.	Map / Player boat	2h
		Currency	Allow the player to trade.	The currency will simply represent the constant value of a resource, 1 coin = 1 coin and that won't change, but the resources' value might change.	Resources	1h
		Resource value	Allow the player to create trading routes.	Each city will have resources nearby that they will trade with the player for cheap, any resource that is not nearby will be on high demand for the city, making trading routes varied and changeable.	Cities / Resources / Map	3h

		Plundering	Allow player to get resources by plundering.	When the player is near a resource node on the map, they can press spacebar to collect resources. Selling these resources in a nearby city would not be preferable, as mentioned before, resources near a city will be valued less in that city.	Map / Player boat	2h
		Bot combat plunder	Allow the player to create combat and plunder from others.	Combatting bots will be risky, but it is the fastest way to get resources without spending that much money, since cannonballs and chainballs are not that expensive, and the player can produce them very easily.	Bots / Player boat / Resources	2h
4	Bots	Level	Determines the bot's difficulty.	The level of the bots will determine how difficult it is to combat against. Increasing their stats and loot rarity.	Bots / Player boat	2h
		Behaviour	Determines the bot to change between behaviours.	The bots will switch between 3 different behaviours, the default being Patrol, where the bot will simply move between waypoints at random. If the player gets close enough, the bot will chase (depending on hostility) the player and if it gets even closer, the bot will open fire. If the player	Bots / Player boat	1h

				gets far enough away, the bot will stop chasing, and will return to patrolling.		
		Hostility	Determine how hostile the bot is.	The Hostility of the bot depends on the difference between their level and the players' level. The bigger the difference, the better the chance of the bot ignoring the player. The bot will either see the player as a waste of time, or as an impossible foe.	Bots / Player boat	1h
5	Map	Cities	The location of the cities on the map.	The map will have the locations of the cities for the player to trade with.	Map	2h
		Resource nodes	The location of the resource nodes on the map.	The map will have the locations of the resource nodes for the player to plunder.	Map / Resources	3h

		Difficulty	The difficulty of that location of the map.	Certain areas of the map will feature harder bots to fight against.	Map	2h
		Homebay	The location of the homebay.	The safe zone of the map, where the player can enter their homebay.	Map / Player boat	1h
6	Menus	Main menu	The standard main menu of any game.	The main menu will sport the play button, options button and quit button.		1h
		Options menu	Allows the player can configure their sound and user-interface	Options such as master-volume, SFX volume, and scale of the user interface can be change here.	Main menu	2h
		Game menu	A simple menu used to change settings or quit to the main menu	This menu will sport the options button, the quit to main menu button and the back button that would close this menu.	Map / Main menu	1h
		Homebay menu	A simple menu used to change settings or quit to the main menu	This menu will sport the options button, the quit to main menu button and the back button that would close this menu.	Homebay / Main menu	1h

7	Audio	Background music	Music that plays in the background.	The music that is playing will be determined by what is happening with the player, mainly visible when the player enters combat and the music becomes more dramatic. Menu music will always be the same.	Menus / Map / Player boat / Bots	1h
		Sound effects	Sounds that are played once or repeatable.	The sounds that are played on every action, from opening fire, to clicking a button, to plundering to sinking.	Menus / Map / Player boat / Bots	1h
8	Art	2D Art	2D Assets in Game.	Goes from menu, map, buildings and others. All the 2D Assets were create in photoshop.		4h
		3D Art	3D Assets in Game.	All the boats were created in blender and are being used as the only 3D assets in the game.		5h

Sprints:

Sprint	Start	End	Content
1	23/3	30/3	Player movement; Map creation; Bot AI
2	30/3	6/4	UI creation; Homebay creation; Resources creation
3	6/4	13/4	Cities creation; Ships creation; Map visual overhaul
4	13/4	20/4	Ships visual overhaul; Combat optimisation; Presentation; Documentation
DELIVERY 2 20/04	20/4	-	FIX and FINISH STUFF
5	21/4	28/4	Bugfixing; Homebay and main map connection
6	28/4	5/5	Retouching subjects that were left behind
7	5/5	12/5	Player save file
8	12/5	19/5	Map difficulty change; Bot avoidance; Nav Mesh
9	19/5	26/5	Bugfixing; Balancing Economy
10	26/5	2/6	Balancing Combat; Polishing
11	2/6	6/6	Polish for presentation; Build; Bugfixing
DELIVERY 3 06/06	6/6	-	FIX and FINISH STUFF