## A screenshot of a video game

# Driller Remastered

Document version number: Alpha 1.1

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Date of publishing: 19/04/2024

Version number: Alpha 1.0

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Development Requirements— An annotated list of key software versions developed during the production process. Version, justification, use

* **Development**

Visual studios 2022 Version: 17.9.5

Photoshop Version: 25.6

* **Game Engine**

Unity Version: 2022.3.25f1

* **2D/3D Software and API**

Direct X11

* **Project Management**

Gitbash Version: 2.44.0

* **Source Control** — Details of the server and client software used.
* Gitbash Version: 2.44.0
* **Sound Software** — Sound recording and editing software.

Audacity Version: 3.4.2

Asset Specifications

**Model file types**

Jpeg/png

.max files

.fbx

**Texture file types**

.png

**Audio file type**

.aup3

.wav

Project Structure

Unity couldn’t load it

File Naming Convention

Files named with a lowercase word then number, or as shown below a lower case word, followed by an upper case word and a number.

A close-up of a white rectangular object

Description automatically generated

Level / World Details

Below is a screenshot for my level 1. It shows a floor, 3 walls, a circle on the wall, water tower, bunker and a satellite tower.

A model of a toy

Description automatically generated

Below is a screenshot of my level 2. Within it you can see there is a floor, two walls, two buildings, a signpost and a small circle on the wall.

A black and grey cubes

Description automatically generated

Development Plan—Outline of the production plan from pre-production to delivery.

|  |  |  |  |
| --- | --- | --- | --- |
| Milestones | Date | Deliverable | Goal met? |
| Pre-Production End | 20th February | TDD  Prototypes | Yes |
| Milestone 1 | 1st March | Loading one asset | Yes |
| Milestone n | 15th March | Loading all the assets successfully. | No, 2 days behind |
| Alpha | 24th March |  | Yes |
| Beta | 4th April |  | Yes |
| Final | 17th April |  | Yes |
| Pitch and Play | 19th April |  | Yes |

Playtesting

Player movement

Colliding with objects

Performance

Shooting