Project Summary



Wholesome Gardening

Dates

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| --- | --- | --- |
| Sponsor Appointed | Project Authorized | Project Closed |
| 31/01/2021 | 12/01/2021 |  |

Purpose

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| Goal / Outcome | To create a gardening prototype for Yaldi Games “Wholesome Out and About” |
| Main product | The main deliverable is a working gardening system |
| High-level Requirements | **Programming:**  Grid System to place the plants.  Programming of the gardening mechanic:  Watering  Timers  Isometric  Gardening Catalogue  **3D Models and Animation:**  Designed models that match the intended art style:  **Flowers:**  -Sunflowers  -Lilies  -Roses  **Vegetables:**  -Celery  -Carrots  -Corn  **Fruit:**  -Tomato  -Strawberries  -Banana  **Soils:**  Dirt  Sandy soil  Silty soil  Clay soil  Peaty soil  Chalky soil  Loamy soil  Garden Island  Saplings  Generic tile for placement check  **Animations:**  Watering Can  Soil Placement  Plant Changing  **Sound Design:**  Sounds to match a garden:  Forest Sounds  Garden Ambience  Watering  Animation Sounds  Menu SFX  Soil Placement SFX  Plant Placements |

Targets

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| Duration | Final Project Report (3PM, 30/04/2021)  Presentation (3PM, 07/05/2021) |
| Budget | No Budget |

Major Risks

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| Our team is small, so we have less resources to allocate to tasks |

Roles

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| Sponsor | Brian Davidson |
| Consultants | Leo Butt (Sound Designer)  Artist (Jana Höge)  Programmer (Jamie Bankhead) |
| Project Manager | Omar Karusagi |
| Programming Team Members | Jonathan Sung  Christopher Gray |
| 3D Modeler Team Member | Christopher Gray |
| Animation Team Member | Christopher Gray |
| Sound Design Team member | Jace Bryan |