

CGRA151 Project Plan

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Name of game/artwork: Space Wrecker (working title)

Vision

1. Game concept:

You play as an intrepid space wrecker, working salvaging operations on derelict spaceships abandoned on the edge of civilisation. Explore procedurally generated environments, find the precious cargo and get paid. But beware, some of the ships still contain inhabitants who are not so willing to have you take their goods.

2. Game play:

Top down shooter. Player navigates procedurally generated environments, to reach mission goals/objectives (locate cargo, ship parts, etc...). Encounters enemies of varying difficulty and higher levels have increased difficulty. Player could click to move/interact with environment or use keyboard controls

3. Visual design:

Industrial, sci-fi aesthetic. Primary goal is to have graphical elements built entirely within processing, but will discuss whether tilesheets will be worthwhile for graphical assets with tutor.

Timetable

1. A core working program (done by two weeks before deadline):

By 29/9, there will be a basic version of the game running, with minimal graphics. Environment generation will be working, and if not, stand-in test levels will be used to test other features that will include character control and navigation (HUD), object and environment interaction and rudimentary enemy behaviours.

2. A reasonable submission (done by one week before deadline):

By 6/10, the game will have most of the graphics in place with initial game testing and feedback. Clean HUD elements with UI/UX considerations for different device screen sizes. Added story elements in text boxes to guide and engage player.

3. A well-polished submission (done by project deadline):

By the project deadline, testing feedback is taken into consideration and changes implemented where possible. If there are significant testing issues that require more time to fix, then extensions may be requested with projected submission dates. Potential issues may arise from features such as enemy behaviour, in which case it could be replaced with a countdown for the player to exit the environment before self-destruct.

Estimated Timeline

Weekly tasks	Monday	Tuesday	Wednesday	Thursday	Friday	Weekend
★ Pre-production	★	★	9/9 ★ Project plan due	10/9 ★ Plan marked by tutors	11/9 ★ Make changes/adjustments based on feedback	12-13/9
★ Research	14/9 ★ Research procedurally generated environments	15/9	16/9 Research Enemy behaviours/pathfinding	17/9	18/9	19-20/9
★ Initial groundwork	21/9	22/9 ★ Start project	23/9 ★ Character control and actions	24/9 ★ Environment	25/9 ★ Environment	26-27/9
★ Implement art ★ Code changes	28/9 ★ Enemy behaviour/pathfinding	29/9 ★ Functional core game ★ HUD Art	30/9 ★ Character Art	1/10 ★ Environment Art	2/10 ★ Environment Art	3-4/10
★ Testing and bug fixing ★ Polish	5/10 ★ Gameplay testing	6/10 ★ Code/art adjustments	7/10 ★ Gameplay testing	8/10 ★ Code/art adjustments	9/10 ★ Gameplay testing	10-11/10
★ Polish	12/10 ★ Documentation finalisation	13/10 ★ Project due	★	★	★	★