Team Collaboration Report – Poly Boom

Poly Boom is the Capstone Game in development by sole developer Garrett Hoepf. Poly Boom is a low poly art styles Wave Survival shooter with an emphasis on casual and excessive destruction. Players will be able to acquire all manner of tools and toys to wreak havoc upon their enemies and the unfortunate surrounding environment. I am Garrett Hoepf, and I am working on this project alone and intend to for the entire duration. I am a senior At Tiffin University and long-term gamer hoping to build the foundation to create games that I and others will love.

This report was created for the sake of clarifying the roles, responsibilities, deadlines, and milestones of the project. The roles and responsibilities will both be simplified due to the fact that I am the sole developer and therefore will not have to delegate responsibilities or clarify roles. Deadline goals and milestones of course will remain the same though, at least for the time being. Obviously, project challenges or scope changes may affect these but at the time of writing they will be accurate.

1. Role Definition

Garrett Hoepf – Game Design, coding, 3D art, level design, management, testing

1. Deadlines and Milestones

**DEADLINES:**

MVP – Feb 18

Debugging and Reflection Report – Mar 31

Testing Report – Apr 7

Final Submission – Apr 14

Game Presentation – Apr 21

**MILESTONES**

* Player Controller
* Test Area
* MVP
* AI Functional
* Player Health
* Level complete
* Player can move physics objects, including destructible aspects.
* Enemy inflicting damage and player death
* Basic enemy complete
* Audio Complete
* Weapon Selection
* Weapon Feedback
* Menu
* UI
* Gameplay Testing
* Final submission

1. **Flexibility**

Given the fact that I am the sole developer, roles have no flexibility. The only technical exception might be for 3D art in the event I decide to use more assets than original art. The schedule flexibility is more profound. Given my personal busy schedule, if possible, I will try to get more work done before the deadlines set, or I may have to delay some to week where I have more development time. Realistically, there is a very good chance the schedule will end up being erratic, but I will attempt to be as consistent as possible. If it reaches a point where I’m not confident that I will be able to complete the project in time maintain the original scope, I’m prepared to cut certain aspects of the scope, such as vehicles, or cutting down the weapon selection at least till I finish the game on my free time post course. I considered removing the destructible elements if time demanded it, but I deemed that too important to the intended experience of the game to cut.

To conclude, as a solo developer, all responsibilities will fall onto me. While I believe I have the skills to accomplish all responsibilities, the question will be in what timeframe. As I stated before, if I lose confidence in my ability to complete the game to its original scope then parts of the game will be cut for the final submission in favor of a more polished but less extensive game. As of right now I believe the original scope is within my capabilities, but my time has a tendency of being snatched up when I should have free time, so we shall see if that stays true.