Production Plan

For ‘Diverse Verbs’ client Brief

**Project Name:** ‘*Venturing Vizard’*

# Risk Assessment

The primary risks that come with the production of this project mainly tie to the safety and accessibility of the game files itself. These risks include:

1. The Git repo being inaccessible/corrupted
2. A device breaking during use, and voiding any unsaved work
3. Overestimating personal ability, and wasting time in a inefficient system

# Limitations of Assessment

For this project, the main and primary limitation is the coding required for the project. Its not a strength of mine, and it would require looking into coding more specifically.

Another limitation is the verb system, it would require a malleable system, that is suited for a pseudo-inventory, and a drag-and-drop system that recognises certain strings.

# Required Tools

The main tools that will be used in development of this project are the following:

**Development Tool(s):** Unity 2020.3.5f1  
**Reason:** Due to my prior knowledge, and availability, I chose it for my primary development engine.

**Modelling Tool(s):** Blender  
**Reason:** Due to its cheap access, and prior experience, I decided to use Blender for modelling the basic assets.

**Art Tool(s):** PhotoPea, Pixelart, Aesprite  
**Reason:** I went with these 3 mainly for my familiarity with the products. I’ve had a decent amount of experience making pixel art with both PixelArt and Aesprite. PhotoPea was mainly chosen due to it being online, it can be accessed and setup anywhere.

**Coding Tool(s):** Microsoft Visual Studio  
**Reason:** Since visual studio is very accessible, and mostly setup with Unity, I decided to use it for my primary scripting tool.

# Changes on gameplay as per client feedback

## Changes from first feedback (Blake .K, 10/5/22)

Was requested that each ‘encounter’ has unique combinations of verbs. This was performed by adding a system that is malleable, and unique to each room in the game. It requires a set combination of verbs in a set order, if the player puts the verbs in that order, the effect goes through.

## Changes from second feedback (Josh .S 17/5/22)

Said the game felt slow and that camera controls we’re sluggish. To compensate, player movement and camera look speed has been adjusted. The addition of a ‘head-bob’ camera feature also gives players more movement feedback.

## Changes from third feedback (Dan .D 17/5/22)

Dan mainly talked about how the spells have little context for use in their situations. To remedy this, I added text blurbs near interactable world features, to lean the player into what spell verbs to use

He also mentioned how the spell combination system was too strict, and may benefit form a non-specific combination structure, where individual placement isn’t required, just the correct verbs.  
In response, a revision of the combination system is in order

## Changes from fourth feedback (Micheal .W 24/5/22)

Michael mentioned how the enemy felt confusing and had little indication as to the right course of action. In response, I’ve added a text blurb near the enemy, so players have an expectation for how enemies work.

He also mentioned how the Ui felt like it got in the way, to remedy this, I made the verb inventory disable and re-enable when the player enters spellcasting mode.