**Clash of Bears – Tech Brief**

**Enemy AI**

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| **#** | **Description** | **Author** | **Date** |
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# **Goals**

*("Why" -- explain why this feature is important and what it must achieve in order to be successful.)*

Key goals include:

* Making the art according to a certain aesthetic gives all the appeal to your game.
  + The Animations
  + The assets used.
  + The colour palette
  + The transitions
* All the afore mentioned aspects can make or break your game when presenting it to people.
* A good artist can make even a basic gliding into more appealing genre for a targeted audience.
* Creating competitive art and references in various options while conversing the products with other feature owners to accomplish a visually viable game according to the requisites explained.

# **Dependencies**

*("Where" – Identify where your feature overlaps, depends, or supports other portions of the project [features, art, level design, etc]. Be as detailed as possible here and provide a plan for how to handle these dependencies.)*

1. Place holders:

Replacing all the basic shapes and place holders with the art assets created to reach a

Presentable alpha build

2. Assets allocations

Recognising all the present assets and conversing with the team on where to place and how many assets are needed to make the area of the game related to the story and narrative, so the player feels immersed in that very world.

* Building area
* Forests
* Characters
* Pavements and roads
* aesthetics

3. Combat. Mining and other actions:

Building correct animation trees and Sfx effects dependent on certain areas during combat, mining, and world traversing. (Adding npc easter eggs as a bonus)

# 

# **Requirements**

*("What" -- clarify what must be delivered to successfully meet the goals, as well as any additional constraints and requirements as appropriate.)*

* Requirements-
  + Making appropriate animations and providing Sfx effects to place and code to their certain places.
  + Making art assets and replacing them with the place holders.
  + while completing the art style.
* Constraints-
  + Making assets as we move things around
  + Generating new assets as per the requests when adding something new or deleting something
  + Manually fixing some animations when auto fix magic wand doesn’t work.

**Technical Approach**

*("How" - what is your proposed strategy for meeting the requirements? Provide enough detail to evaluate the approach. Need not be a full-on technical design, but*

*should be detailed enough to either start development or guide a detailed technical design when needed.)*

I am the animations specialist and will be providing all the art assets to the team. hence, not a lot of technical approach but making, deleting and updating art as asked by the project manager.

And fixing any issues in art

I can say a am in control of all the art and visuals of how the game look will and by this sentence I feel like a god of the world.

Iteration I:

Making the basic assets and animation for priority characters.

Iteration II:

Making the sfx for combat and mining and animations for those things.

Iteration III:

Making all the final changes and finalising on placements of all the assets and putting environment to the game to make it more generic and pleasing.

# **See Also**

*(Further reading and reference material as appropriate. Link external web sites, internal docs, etc. with a brief description to explain why it's relevant.)*

1. Games like dragon mania, outlanders, Hogwarts legacy and others to know the general placement and distribution and getting inspirations for all the assets as required.

2. Unity documentation (as required).

3. Asset store for miscellaneous art assets (as required).