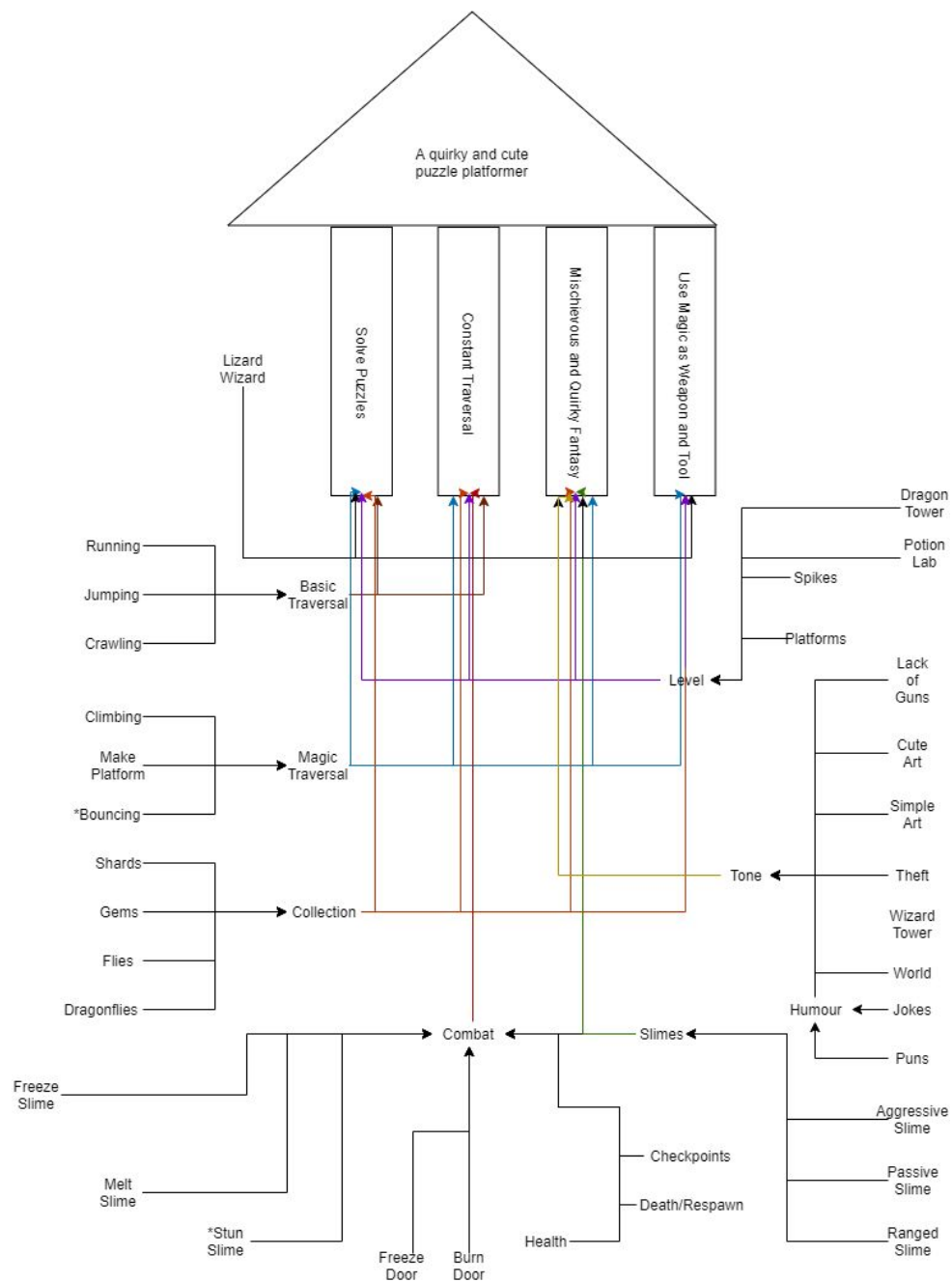

Final Production Brief

Side Scroller Platformer | David F

Production Proposal

The game is a 2D puzzle platformer that involves controlling a Lizard Wizard through a level using various movement mechanics and magical spells. The player can move, jump, crawl, and climb up walls. They are also able to cast spells to clear paths, defeat slimes, or for use in puzzle solving. Below is the *Tower of Awesome* for our project.



The production will take six weeks, broken up into achievable milestones.

Production Milestones

Milestone	Weeks
Alpha	2
Beta	2
Master	1
Catch up / stretch goals	1

Member Duties

Name	Role	Responsibilities
Brendan Blue	Designer	Lead narrative design
Dris Hunt	Designer	Lead systems design
Chris Selleck	Designer	Lead level design
Martin Widdowson	Artist	Lead rigger
Brea Fox	Artist	Lead environment artist
Charles Spall	Artist	Lead effects artist
Elise Allan	Artist	Lead character artist
David Flintoft	Programmer	Lead programmer

Production Methodology

As a team we will discuss with each other about changes or ideas either in meetups or through Discord. We will list tasks on a Kanban board using HacknPlan. This way everyone can see other team member's tasks. Ensuring everyone is on the same page reduces issues down the line in development.

Specifications

Deliverable	Format
Game Trailer	H.264 MP4 with a minimum 1280x720 resolution (1:00 - 1:20)
Demo Video	H.264 MP4 with a minimum 1280x720 resolution (30 - 50 secs)
PC Build / Installer	<i>Executable (.exe)</i>
PS4 Build	

Software / Hardware Requirements

General

- Kanban board project management software (HacknPlan - <https://hacknplan.com/>)
- Game engine (Unity - <https://unity.com/>)
- Version control (Perforce - <https://www.perforce.com>)
- Collaborative documentation (Google Drive - <https://drive.google.com>)
- Computer with the necessary software and hardware capabilities.
- Playstation 4 Development Kit.
- Xbox360 controller and/or PS4 controller.

Art-specific

- 3D modelling software
 - Maya - <https://www.autodesk.com.au/products/maya/overview>
 - ZBrush - <http://pixologic.com/features/>
 - Marvelous Designer - <https://www.marvelousdesigner.com/>
- 3D pipeline tool (Marmoset Toolbag - <https://marmoset.co/toolbag/>)
- 2D software
 - Substance Painter - <https://www.substance3d.com/products/substance-painter>
 - Substance Designer - <https://www.substance3d.com/products/substance-designer>
 - Photoshop 2019 - <https://www.adobe.com/au/products/photoshop.html>
- Graphics tablet (Wacom)

Design-specific

- Graphics and drawings (Draw.io - <https://www.draw.io/>)

Programming-specific

- C# IDE (Microsoft Visual Studio 2017 - <https://visualstudio.microsoft.com/>)

Budget Breakdown

The budget is not money, but time. We have six weeks to complete a prototype build of the game. This is broken down into milestones: alpha, beta and master. Each milestone consists of various tasks and due dates - presented on HacknPlan for everyone to view.