Creating a project scope is a crucial step in the development process, and it's great that you already have a clear vision for your horror survival game. Here's a template to help you structure your project scope:

### Project Title: [Turn Undead]

#### Project Overview:

[Provide a brief overview of your horror survival game, emphasizing its key features, theme, and inspiration from Dead Space. Highlight that it's a 2D side-scrolling game developed in Unity, with design and animation sourced from the Unity Store.]

#### Project Objectives:

1. Develop a 2D horror survival game inspired by Dead Space.

2. Utilize Unity as the primary development tool.

3. Achieve a playtime of 6 hours for the full game and 1 hour 30 minutes for the demo.

4. Engage two team members, including a project manager and a developer.

5. Source design and animation assets from the Unity Store.

#### Deliverables:

1. Fully functional 2D horror survival game.

2. 6-hour gameplay experience for the full game.

3. 1-hour 30-minute demo showcasing key gameplay elements.

4. Unity project files organized and well-documented.

#### Milestones:

1. \*\*Concept and Design Phase (Month 1-2):\*\*

- Define game mechanics, features, and overall design.

- Create a detailed project plan and schedule.

- Acquire necessary licenses for Unity and Unity Store assets.

2. \*\*Development Phase (Month 3-9):\*\*

- Set up the Unity project environment.

- Implement core gameplay mechanics.

- Integrate design and animation assets.

- Conduct regular playtesting and iteration.

3. \*\*Testing and Bug Fixing (Month 10-11):\*\*

- Identify and address any bugs or issues.

- Optimize game performance.

- Conduct extensive playtesting for both the full game and demo.

4. \*\*Polishing and Finalizing (Month 12):\*\*

- Implement final adjustments based on playtest feedback.

- Prepare marketing materials and promotional assets.

- Finalize documentation for the project.

#### Roles and Responsibilities:

- \*\*Project Manager:\*\*

- Oversee the project timeline and deliverables.

- Manage communication between team members.

- Ensure adherence to the project plan.

- \*\*Developer:\*\*

- Implement game mechanics and features.

- Integrate Unity Store assets into the project.

- Address technical issues and bugs.

#### Risks and Mitigation:

- \*\*Dependency on Unity Store assets:\*\*

- Mitigation: Research alternative assets and have a backup plan in case any assets become unavailable.

- \*\*Limited team size:\*\*

- Mitigation: Prioritize tasks and ensure effective communication to maximize productivity.

#### Budget:

- Allocate budget for Unity licenses and potential additional assets.

#### Success Criteria:

- Positive player feedback during playtesting.

- Completion of the project within the 1-year timeline.

- Achievement of the targeted playtime for both the full game and the demo.

This project scope template provides a starting point for your horror survival game. Adapt and customize it based on your specific requirements and the unique aspects of your project.