Price is Right - TDD

Team 06 - CS596

Overview

Our game is a 3D multiplayer brawler where you fight other players and try to knock them out of the map.

Technical Summary

Price is Right will be developed in approximately a semesters time by 6 people using Unity for the game engine. We used (where we got 3D assets from) for our 3D models and used (where we got animations from) for our animations. The total production cost of the game did not exceed (how much money did we spend?).

This game will be deployed for PC, Mac and Linux Standalone systems with a possibility of a mobile release in the future. The minimum requirements to run this game are as follows:

PC, MAC AND LINUX STANDALONE

OS:

Graphics Card:

Equipment

Hardware

Our team utilized both Mac systems and Windows systems as the primary hardware platform to develop our game. All systems were owned by the team prior to game development, thus the cost of systems are not accounted for.

Software

Our team used Unity Personal for the development of the game to create the 3D environment and scripts. Audio will be created in Pro Tools and imported into Unity as an mp3. Scripts were written using C# in Visual Studio.

Evaluation

Game Engine

We used Unity as our game engine to implement an online 3D gaming experience. The network was implemented using the Photon framework by Miguel Campos. We used Unity because (that's the only engine we know how to use lol).

Target Platform

Price is Right will initially be released to the PC platform with a possible mobile release. We chose PC as our platform because our game utilizes a third-person perspective with a point and click targeting system. PC is perfect for this type of gameplay because of standard WASD and mouse controls.

Scheduling

Development Plan

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Milestones

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Work Environment

Remote Collaboration

Our team primarily worked remote from personal computers. We utilized the rijeka version control to track and share progress. Our team also had occasional face to face meetings for additional collaboration.

File Formats & Naming Conventions

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Levels

Level 1

Price is Right is played on a single platform level. Players spawn in the middle of the platform. This platform begins to fall apart over time to make it more difficult to stay on (similar to a sumo fight with a shrinking circle). The part of the platform that is about to fall off changes to red before falling off.

Asset List

Players	Rogue Wizard Warrior Knight
Props	Hat Wand Sword Bow Knives Shield
Environment	Platform (Comprised of cubes)