DIRK MEINJTES

SAE

GAMING DEVELOPMENT

YEAR TWO

Scripting

CPA2

Play Testing

Player	Feature	Scope
Dylan	Collectables-to purchase skins – and score for distance – to unlock different skin-wants an end goal	1 -4 weeks
Thiart	Video tutorial -and different volume changers for the SFX and music	1-2 days
JP	Bigger game area, can customize game size	3-5days
Wernich	Flying obstacles and different levels	2-4weeks

How long will it take me and why it will take me so long to add these features

Dylan

It will take 1 to 4 weeks because I would first need to do research of how to implement skins within the games and then comes the factor to design the skins myself, as well as create the UI around the skins I would also need to change my score counter that and add another for collectibles that will take 3-4 days , and to create an end goal I would need to change the base premise of the game and add objectives within the game .So the skin will take 1-2 weeks the collectables and new score counter will take 2-4 days and the objectives will take 1 week

Thiart

2A video tutorial will take around 2 hours to refine it as well and to add a more slide bars will take 1-2 days because I will need to add new button and add new slide bars and bind the code to them so in total it will take a day but I would use a other day for play test
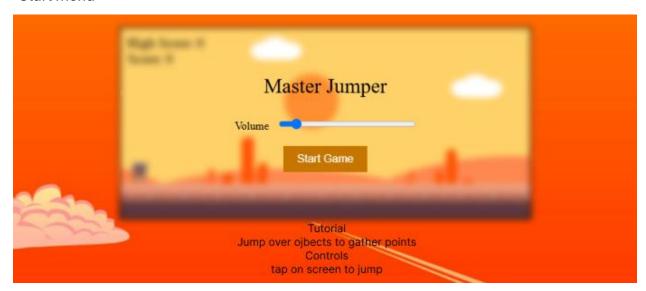
JP

I will need to do research on it and I will need to play test it to make sure the game doesn't break in the process and fix the bugs that might acquire
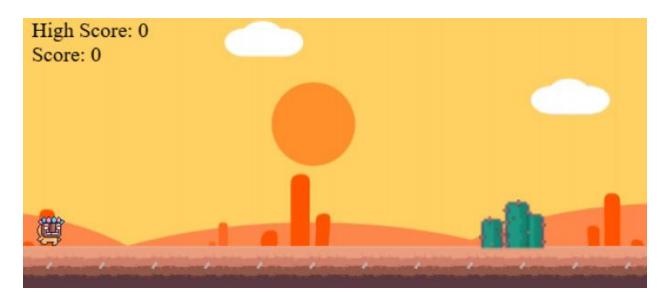
Wernich

To add the flying obstacles will take 1-2 days to find the assets needed for it and to implement it with the other obstacles and the rest of the time will be dedicated to the different levels to add more levels, the level design will take a couple of weeks
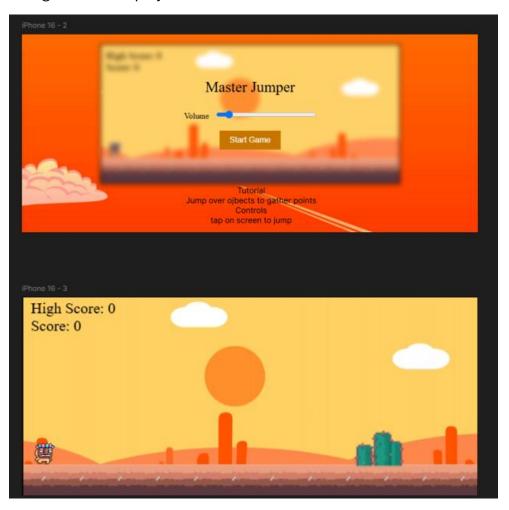
MOBILE WIREFRAME

Start menu

GAMEPLAY-MAIN GAME

Figma work-display

Basic mobile wireframe Sketches

HIGHSCORE: 0
SCORE: 0

Master jumper
volume

Start Game

Tutorial
Jump over ojbects to gather points
Controls
tap on screen to jump

HIGHSCORE: 0
SCORE: 0