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**{Game Title}**

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**Overview**

What is the desired outcome from creating the game

To learn game design, for the gun to hit the target and explode. Pigeons need to be projected.

*Describe the reason for making the game.*

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What are the goals of the game at a high level?

Making exploding stuff.

*Describe how the game will present those goals. Is there a win condition? What are we NOT intending to do, if relevant?*

Not trying to make a realistic weapon simulator

**Background**

**Brainstorming**

*Explore ideas and roadblocks, and their implications.*

Launching pigeons, watching performance, figuring out a gun, environment. Textures outdoors

**Story**

*Briefly summarize the details of the storyline from start to conclusion.*

\*\*\*\*

**Gameplay**

*Describe the gameplay at a high level. For what platform is this being developed? Which character does the player inhabit? List out the core and any special mechanics.*

\*\*\*\*

Shoot a pigeon – get a point

**Requirements**

**Must have**

*Which requirements must be done for the game to be considered functionally complete (i.e. what do we consider “success”)?*

Gun that works, pigeons that come out, vr supported,

\*\*\*\*

**Nice to have**

*What requirements should be done if time permits, but aren’t required for success?*

Reloading, multiple targets and weapons, hands?

**Considered but will not be done + why**

*What requirements did we consider doing, but decided not to, and why?*

\*\*\*\*

**Concept Art and Scene Design**

**Map (if using multiple Scenes)**

*Draw a rough sketch of the game map. This should be high level, encapsulating all Scenes.*

{Insert Image}

**Scenes**

*Draw a rough sketch for each of the individual scenes, with object granularity (i.e. the scenery + discrete objects)*

{Insert Image}

**Assets** (green for complete, red for incomplete)

**3D Models + Animation**

*List any 3D models that will be required. Include details about rigging and what animations will need to be created for each object.*

* Gun
* Pigeon
* Table
* Trees
* Reload animation

**2D Textures**

*Describe 2D textures to be used on the environment and 3D models, including requirements (e.g. “tileable”, “bumpmap”, etc.)*  
*Texture files should be .PNG or another lossless format. If possible, they should be sized in pixels at a power of 2 (e.g. 128x128, 512x512) to improve rendering and performance, especially in VR. Graphics cards can take advantage of faster computation when handling ^2 numbers.*

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**Sound Effects**

*List any sound effects, including the situation in which they will play, including requirements (e.g. “short”, “loopable”, “background music” etc.)*

* Gun shot
* Pigeon coming

**Architecture / Code**

*Draw a symbolic representation of the game’s object/code architecture, including Singletons and relationships between objects in the Scenes. List out classes and subclasses if necessary.*

{Insert Image}

* \*\*\*\*

**Milestones**

* \*\*\*\*

Expected Date of Completion: \_\_ /\_\_