

Abreham Project Plan

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Contents

| | | |
|----------|---------------------------------------|----------|
| 1 | Overview | 2 |
| 2 | Project Goals | 2 |
| 3 | Project Organisation | 3 |
| 4 | Schedule | 4 |
| 4.1 | Work Breakdown Structure | 4 |
| 4.2 | Schedule and Milestones | 4 |
| 4.3 | Development Process | 4 |
| 4.3.1 | Testing | 4 |
| 4.3.2 | Quality Assurance | 4 |
| 5 | Development Environment | 4 |
| 5.1 | Communication and Reporting | 4 |
| 5.2 | Technologies Used | 4 |

1 Overview

The plot of the game is about an intelligent ape attempting its escape from a circus. This is a stealth based game that uses both audio and visual to aid the player in navigating the way through the game in a stealthy manner. The game is heavily reliant on audio cues to provide the player with information that they usually would not know about due to limited sight and visual aid. Inspiration for game mechanics, art styles, colour pallets etc are drawn from a host of other games, which can be found and read about in the game analysis and design documents provided with this document.

2 Project Goals

Functional Goals:

The implementation of the mechanical requirements set out by the team.

- A fully functional first person player controller, which includes both a sprint and sneak functionality.
- Player interactions with certain objects in the play area.
- Complete AI enemy movement and search pattern to create a repetition puzzle.
- A distraction mechanic of some sort. If possible, the ability to place an object anywhere within a certain distance to act as a sort of radar letting the player know if an enemy is near to it.
- AI enemy-player detection, initiation and follow until sight lost. Needs to return to regular patrol position to not break the enemy units patrol pattern structure.
- Player stamina/energy and health gains and loses.
- Adaptation traits table. Player survival time will indicate when an ability may be chosen for activation.

Aesthetic and Sound Goals:

The implementation of art and sounds assets set out by the respective designers.

- Player character arms detailed model and various animations.
- Basic player character body model for shadow purposes.
- Two enemy character models and animations for both.
- Level terrain and environment for forest, circus and road (trees, rocks etc).
- Two vehicles (one car, one truck).
- An attractive game menu, UI, credits and mentions (either before the game, after, or both).
- Walking sounds and particles for different floor surfaces.
- Different sound volume levels for different terrain and player walking speeds.
- Enemy walking, detection and shooting sounds.
- Natural environmental sounds.
- Surround sound for audio cues for all sounds implemented.

Team Goals:

- All deadlines set out in this document must be met.
- Each member of the team is to regularly report on work done and hours worked.
- Should a team member fall behind, for any reason, they will notify the rest of the team in advance so necessary measures can be taken to resolve the problems and stay on schedule.

Quality Goals:

- Clear and honest communication between members of the team at all times.
- Weekly meetings and status reports to keep members updated on the project development and to discuss and resolve any issues discovered.
- Regular internal and external play-testing from the first playable version to the last.
- Ensuring the establishment of a solid foundation for the base game before any additional features and assets are implemented.

Constraints:

- The team does not have a designated programmer so other team members will be filling in for this role along with their other roles to cater for this.

3 Project Organisation

Each member will be responsible for the completion of specific tasks but may still ask for assistance from members not managing the task. This is to ensure that the work load is distributed in a way that allows for optimal team performance.

Individual roles and responsibilities:

- **Project Manager(PM):** Drawing up all game documentation. Ensuring that everything is going well, in working order and keeping to the schedule. Organising and providing extra assistance when needed. Quality assurance and internal play-testing of the game.
- **Designer:** The design layout of the game, levels and narrative backing behind the game and its mechanics. Ensuring the art assets, sounds assets, and overall operation of the game fit the design criteria set out.
- **Programmer:** Seeing as though the team has no designated programmer, the designer and PM will be filling in as programmers for the game.
- **Artists:** Designing, modelling and animating of all art assets needed for the game. The team contains two artists who will split this work load between themselves for preference and performance reasons.
- **Sound Designer:** Creation and implementation of all sound assets required for the game. Ensuring that sounds are working and timed properly and that all are giving off the feeling and direction needed as surround sound is being used.

4 Schedule

4.1 Work Breakdown Structure

Meetings will be set up throughout the week and extras, if required. Meetings will generally be to track progress, discuss work to be done in the following days, discuss problems and adjust schedules and work load accordingly.

4.2 Schedule and Milestones

4.3 Development Process

4.3.1 Testing

Testing will be conducted by each individual member of the team during and throughout the entire design and development process of the game. External play-testing will be conducted after any and all major changes to the game, be it mechanical, aesthetic or sound. Regular play-testing dates will still be conducted as schedules regardless of the changes.

4.3.2 Quality Assurance

Quality assurance checks will be done by the PM whenever formal play-testing occurs. Checks for all new assets will be done before they are officially implemented in the game.

5 Development Environment

5.1 Communication and Reporting

General communication will be conducted using a Whatsapp group specifically created for the team. Short progress meetings will be conducted in person on Monday, Tuesday, Wednesday and Friday during the convenient time slots. Extra meetings may be scheduled by team members if need be. Milestones and progress will be tracked through the progress meetings, the whatsapp group and the project repository. Compulsory meetings will be conducted as scheduled after major change or implementation to the game. This will be done to allow for internal play-testing to be done at the same time as a team. Team members will constantly report their daily work done, if any, and the amount of time spent on the task.

5.2 Technologies Used

Development: Unity 2019.2.0f1
Programming Language: C-sharp
Communication: Whatsapp and email
Source Control: Git and Source Tree
Modelling: Blender
Art Sketches: Krita
Animating: Unity and Blender
Sound: Audacity and FL Studio