

Project Title: Final Project(GAME-TRAIN)

Last updated: Date

PRODUCT NAME	Only Up – Skyward Striker
PRODUCT OWNER	Hassan Riaz
START DATE	Aug 5, 2023
ESTIMATED GO LIVE DATE	

REFERENCE MATERIAL	USE
DESIGN DOCUMENT	<ul style="list-style-type: none">• Introduction It's an exciting 3D platformer game set in a dynamic terrain with various obstacles such as buildings, cars, trees, and other natural elements. The game follows the journey of a main player character, equipped with a character controller joystick, as they ascend through challenging levels filled with obstacles and enemies. Players must overcome these hurdles, collect power-ups, and defeat enemies to reach the end of each level.• Gameplay Overview The main player character is controlled using an intuitive character controller joystick, allowing smooth movement and rotation. The game features on-screen buttons for essential actions such as jumping, punching, climbing, and firing projectiles.• Level Design Each level is presented as a vertically-oriented terrain with randomly positioned obstacles. The player's goal is to climb upward, navigating through gaps and challenging obstacles. Levels are carefully crafted to provide a balanced difficulty curve, offering an enjoyable progression through the game.• Enemies and Combat As the player ascends, they will encounter enemies at the end of each level. Engaging in thrilling combat, the player must defeat

	<p>the enemy to reach the next checkpoint level. The combat mechanics are easy to grasp yet provide depth, ensuring an engaging gameplay experience.</p> <ul style="list-style-type: none"> • Power-Ups and Collectibles Throughout the levels, players will find power-ups and coins scattered strategically. Power-ups grant temporary enhancements, such as increased speed or invincibility, giving players an edge in overcoming obstacles and enemies. Collecting coins is essential for completing levels successfully, adding a rewarding element to the game. • Audio and Soundtrack The game is complemented by a captivating soundtrack and sound effects that heighten the overall gaming experience. Engaging sound design adds to the thrill of overcoming challenges and battling enemies.
PROPOSAL DOC	3D platformer Unity game where players navigate a dynamic terrain, overcoming obstacles and defeating enemies. The main character is controlled via a joystick with on-screen buttons for actions like jumping, punching, climbing, and firing. Players must collect power-ups and coins throughout randomly generated levels to progress. The game features engaging combat, stunning visuals, and immersive sound.
TECHNICAL DOC	The technical document for "Obstacle Quest" outlines the Unity game's system architecture, platform, character controller, obstacle generation, combat system, UI, gameplay mechanics, graphics, audio, performance optimization, testing, deployment, and troubleshooting.
IDEAS	The ideas document for "Only Up - Skyward Striker" captures creative inspiration from the popular streaming game "Only Up." Building upon the core concept, the game introduces dynamic terrains, various obstacles like buildings, cars, and trees, and a character controller joystick for smooth movement. The document outlines engaging combat, exciting power-ups, and collectibles. Enemy behavior and innovative features are designed to make the game unique. Exploring visuals, art direction, and immersive audio enhances the atmosphere. Level progression, difficulty curve, and additional functionalities are discussed to

	elevate the gameplay experience. "Only Up - Skyward Striker" aims to build upon the success of the original while introducing fresh and exciting gameplay elements.
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Short Product Overview

Purpose:

Our project, "Only Up - Skyward Striker," is an exciting 3D platformer game designed for players of all ages and platforms. In this immersive adventure, players control a character navigating through dynamically generated terrains, overcoming obstacles, and defeating enemies. The game offers an intuitive character controller joystick, on-screen buttons for actions like jumping, climbing, and combat, and various power-ups and collectibles to enhance gameplay. "Only Up - Skyward Striker" aims to provide an engaging and rewarding gaming experience, challenging players to conquer obstacles, collect coins, and progress through thrilling levels. With stunning visuals, captivating sound, and smooth gameplay, the project promises an unforgettable journey through the realm of platform gaming.

Tentative schedule:

MILESTONE	STATUS	START DATE	DUE DATE	OWNER
Player Controller with animation		Aug5,2023	Aug6,2023	Hassan
Environment of Ground		Aug7,2023	Aug7,2023	Hassan
Level Design & Obstacle Generation		Aug 8, 2023	Aug 12, 2023	Hassan
Enemy Controller		Aug 13, 2023	Aug 15, 2023	Hassan
Final Polish & Bug Fixes		Aug 15,2023	Aug 18,2023	Hassan