

BEAT STUDIO PROJECT DEVELOPMENT

(Video GAME for XBOX ONE & PLAYSTATION 4 CONSOLES)

- Required Device

Xbox Device, 3D/2D Graphics Design

- Development tools & Language

Unity3D, Visual Studio, C++, C#, .NET framework

- Development Period & Distribution Date

2018.6.15 ~ 2018.12 (22 weeks)

- Working time: 9:00 AM - 6:00 PM, Sat/Sun no work

- Hourly rate: 50 USD/h

- Game Development Step

1. BEAT development

We need to develop SEQUENCER/PIANO ROLL BEATs to use .NET framework. .Net framework provide library and reference codes to implement BEATs. Here is some sample C# code links using .NET framework.

<https://www.elastic.co/guide/en/beats/devguide/current/new-beat.html>

I'd like to develop BEAT engines using Visual Studio, because .NET framework ready for Visual Studio.

2. Working Mode development

We need to implement star's room and tips here. We can implement star's room guide to use Unity 3d. Because it look like video, no programming mean. If Unity developer develop room video, I'll add in my code. Next

walker animation. Walker move by Player's joystick. We need to implement moving animation in code. I can implement this part using Unity. Or Unity developer will develop.

3. Sharing BEAT on Social Network.

We can share created beats to social sites such as Facebook, Twitter and Youtube

- Most Challenge

Most challenge is BEAT development. We need to create BEATS according to Player's setting. And need to implement Player's setting using Xbox Joystick. I think that this part will be most challenge of this project.

- Troubleshoot

When integrate with Unity animation engine and BEAT create module, we can get troubleshoot. I have solution, here is link.

<https://msdn.microsoft.com/en-us/magazine/dn759441.aspx>

Project Missions	Mission Complete Time
BEAT engine development demo version. Demo version will include SEQUENCER beat creat only.	4 weeks
Demo version test and bug fix	1 week
BEAT engine complete. Completion step include PIANO ROLL beat engine.	2 weeks
BEAT engine full test and bug fix	1 week
Hole travel implement in Unity 3d according to Xbox Joystick. This step include hole design and implement programming logic.	3 weeks
Room create and integrate with Hole part.	1 week
Integrate BEAT creation and Walking module integrate	3 weeks
Test and bug fix	2 weeks

Implement social sharing features	1 week
Game full test and bug fix	3 weeks
Game release to Xbox market	1 week