



Faculdade de Design,
Tecnologia e Comunicação
Universidade Europeia



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1. Studio and Game : Brand Concepts

1.1 Studio Concept

about Splithead...



SPLITHEAD STUDIOS IS A BRAND WHERE THE IMAGINARY CAN BECOME TRUE. WE SPEAK SERIOUS MATTERS THROUGH GAMING.

mission

PROVIDE AN IMERSIVE AND
CONFORTABLE
EXPERIENCE TO OUR CLIENTS.

values

TEAM SPIRIT
RESPECT
INNOVATION
EMPATHY
INCLUSION

vision

PROMOTE CREATIVITY,
IMAGINATION AND WELL
BEING.

1.2 Game Concept

System Overhaul is a 3D Single-Player, third-person Action Adventure game for Windows and macOS. Where you play as a character with a helmet in a futuristic city and save the world from a dictatorship by exploring areas and killing enemies and solving puzzles.

1.3 Story

In another distant planet, where everyone wears helmets to identify their faction and aid them in their everyday life through the use of AI that's built into the helmet. Once civilization started to evolve there was someone that took it as a chance to get power and became the first dictator on the planet. After that the dictator started to divide people in different areas. Some years later our main character, Robert, decided that he had enough and that he would fight against the system and the people in power.

1.4 Goal

The main goal of the game is to explore and clear off all the enemies from the areas in the city and break the system from a dictatorship.

1.5 Mechanics

The player has 2 different weapons: a futuristic gun and sword, they can jump, crouch, see enemies through walls, a dash, a shield ability and collect computer chips to upgrade abilities.

The radar ability allows the player to see enemies silhouettes through walls to help them navigate through areas.

The shield ability blocks any incoming damage for a short time by using a shield barrier.

Weapons are the means of defense used by the player to clear the areas of the city.

In the game we only have a gun as our weapon.

The ranged weapon is a medium range weapon that shoots projectiles. This weapon uses energy instead of bullets, so there is no need to reload the gun.

Some areas in the game are locked and to unlock it, the player will have to "hack" a computer device and complete a certain puzzle. Puzzles might range from rotating lines in order to connect all the lines and rotating some pieces of a picture to make it organized.

In the game there will be 2 types of enemies, one melee enemy and one ranged enemy.

2. Communication Infrastructure

As a team, we have been using some communication tools such as:

2.1 Miro

Miro is a platform for creating moodboards, multiple people are able access the moodboards and make changes at the same time.



2.2 Discord

Discord is an instant messaging and digital distribution platform. Users communicate with voice calls, video calls, text messaging, media and files in private chats or as part of communities called "servers".



2.3 Google Drive

Google Drive is a file storage and synchronization service developed by Google. Google Drive allows users to store files in the cloud, synchronize files across devices, and share files.



2.4 ClickUp

ClickUp is a project management platform with customization tailored to each individual project.



3. Team

Our cross project team contains 7 members: 3 in the second year in Games Development and 4 in the second year in Global Design.

3.1 Programmers

3.1.1 Gonçalo Matoso Carrasco Portela Marques

"Hello, I am 19 years old. I am an introvert, and I take some time to open up. I like to watch series, eat popcorn, play games, and program, and I am also interested in game design."



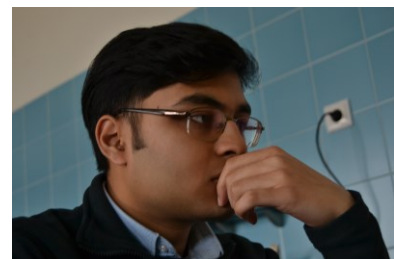
3.1.2 Sofia Alexandra Oliveira Cruz Ferreira



"Hello my name is Sofia and I'm 21 years old. I like to play games, both video games and board games, read, listen to music and program, and I am also interested in artificial intelligence in games."

3.1.3 Sheehan Sunil

"Hello, my name is Sheehan, I'm from Pakistan and I'm 20 years old. I love playing video games, watching TV series and listening to music. I want to polish my skills as a game developer."



3.2 Designers

3.2.1 André Cardia



“Hey there, my name is André Cardia and I’m 20 years old. My usual hobbies include listening to music, walking around, playing games and watching streams on a vast variety of subjects. I’m passionate about video games, sports and visiting new and intriguing places. One of my main goals in life is to be able to live life to the fullest, enjoy every moment I’m given, travel a lot, meet a lot of new people and learn new things.”

3.2.3 Matilde Figueiró

“Hello, I’m Matilde, I’m 19 years old and I’m french and portuguese. I love all types of arts, like dance, music, acting...and design. I’m a very competitive person so I’ve done all types of sports and I also love stepping out of my comfort zone. Always open to new experiences and traveling is a big part of my life.”



4. Team Workflow

4.1 Miro

We use Miro to store references and have visual discussions. We divided our miro board into 9 parts. We made a moodboard for each section so we can have the same vision for our game.

These parts are:

- 1- Ideas from the magazines;**
- 2- The Game Concept**
- 3- The Company Logo Ideas;**
- 4- Environment Ideas;**
- 5- Character Ideas;**
- 6- Weapon Ideas;**
- 7- Color Pallete;**
- 8- Collectibles Ideas;**
- 9- Sketches;**

4.2 Discord

We use Discord for online meetings, share information/updates and to communicate with each other. We created a Discord server.

The main channels are:

1- To-do List;

List of tasks we got to work on.

2- Information (general);

It's where we write messages to each other and plan the days of meetings.

3- Ideas;

It was where we would post the magazine photos and the ideas we removed from them to help envision the game we would create

4- Art;

It's where the artists share their art and sketches and where we give our feedback.

5- Files;

It's where we have the links for the powerpoint presentation, the GDD, the IADE Cross Folder, our Google Drive, Miro and ClickUp.

6- Programming;

The programmers share their files there.

7- Meetings (voice channel);

Where we talk and work with each other. We share our screens to share the work we have been doing and for feedback.

4.3 Google Drive

We use Drive to share documents with each other. We created a drive folder. Inside we created some subfolders:

1- Delivery 1;

All the delivery documents: PowerPoints Slides, GDD, Concept Book, Poster, Spec Sheet, Production Plan.

2- Delivery 2;

All the delivery documents: PowerPoints Slides, GDD, Concept Book, Poster, Spec Sheet, Production Plan.

3- Delivery 3;

All the delivery documents: PowerPoints Slides, GDD, Concept Book, Poster, Spec Sheet, Production Plan.

4- Models and Animations;

All the models, textures and animations done by the design team are divided by themes like enemies, weapons...

5- Build For Mac;

Build for macOS of the game

6- Build For Windows;

Build for Windows of the game

7- Sprint Reports;

The sprints report is getting updated every week by the group members with the description and outcomes of each passing sprint.

8- Code;

It's where we keep the versions of the project and share Unity packages.

4.4 ClickUp

We use ClickUp to organize/plan the tasks.

We have different spaces like:

1- Backlogs;

The backlogs with the dates and tasks that are necessary for the game.

2- Tasks we are currently working on;

Tasks that are already in progress by one of the members of the group

3- Tasks that are finished;

Task that are completed and approved by the team

4- Tasks that need continuation;

Task that someone has already started but didn't finish.

5- Bugs

List of bugs that are present in the game and that need to be fixed.

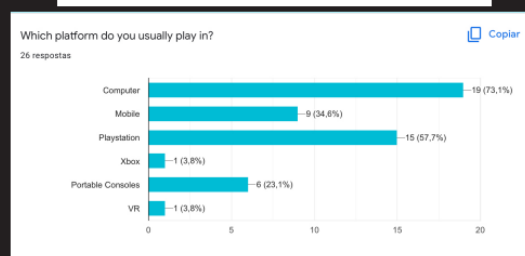
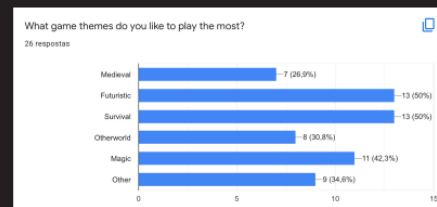
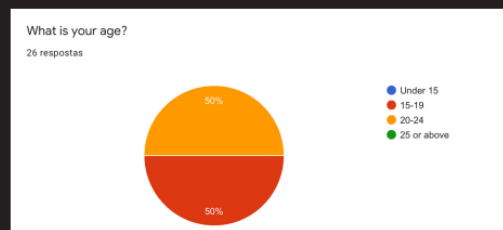
5. Business Model

BUSINESS PLAN:

KEY PARTNERS Who are your key partners? - playstation - naughty dog - CD projekt red - xbox - unreal engine - Lisbon Film Orchestra - Youtube -	KEY ACTIVITIES What are the activities you perform every day to deliver your value proposition? - design - video game development - marketing - programming - maintenance KEY RESOURCES What are the resources you need to deliver your value proposition? - designers - programmers - staff - partners	VALUE PROPOSITION What is the value you deliver to your customer? What is the customer need that your value proposition addresses? - video games development - entertainment and new immersive experiences - free demo trial	CUSTOMER RELATIONSHIPS What relationship does each customer segment expect you to establish and maintain? - new assets - close contact - fast response - online - digital - community CHANNELS How do your customer segments want to be reached? - social network - marketing - partners	CUSTOMER SEGMENTS Who are your customers? - people from 16 to 24 - interested in futuristic and dystopian games
COST STRUCTURE What are the important costs you make to deliver the value proposition? - staff - maintenance - materials - platforms - engineering		REVENUE STREAMS How do customers reward you for the value you provide to them? - marketing - influence - subscriptions - purchases		

target audience

AFTER CREATING OUR QUESTIONNAIRES AND IDEAL PERSONAS, WE CAME TO THE CONCLUSION THAT OUR TARGET AUDIENCE IS BETWEEN 16 AND 24 YEARS OLD. THEY ARE PEOPLE WHO PREFER GO FOR ACTION AND FUTURISTIC TYPE OF GAMES. THEY ALSO PLAY MOSTLY ON THE COMPUTER ONLINE AND OFFLINE.



competitive analysis

USERS LOOK FOR A GAME MORE AND MORE CHALLENGING, MORE AND MORE INTENSE



competitors price



14,99€



8,99€

system overhaul's price

WE CAME TO A CONCLUSION THAT THE GAME SHOULD
HAVE A FREE TRIAL AND THEN, THE GAME WOULD BE
12,99€

conclusion:

AS A BRAND WE REALLY HOPE WE CAN GROW AND MAKE
A MARK IN THE GAMING INDUSTRY

AND AS PEOPLE WE WANT PROVIDE TO EVERYONE AN
AMAZING EXPERIENCE, AND ESPECIALLY THAT EVERYONE
CAN HAVE, THAT EXPERIENCE.

6. Initial Planning

For the game developers

Sprint N°	Date	Sprint Goal
1	14/mar	Player will be able to move, attack and block, and the camera will follow the player
2	21/mar	There will be melee enemies attacking and moving, player can jump and take damage, create part of the city
3	28/mar	Player can use the radar ability, there will be ranged enemies moving and attacking
4	04/april	Player can do puzzles and collect chips to do upgrades, he also will be able to do some upgrade his helmet
5	11/april	There will be basic Ai in the game, the npcs will be moving, player will be able to crouch and at the same time walk, there will be checkpoints in the game
6	18/april	Docs and fix bugs
7	25/april	Shader, will have a 3D model for the player
8	02/may	the player model will be walking and have an idle animation, will have 3d model in melee enemy, creation of the city
9	09/may	All the 3d models in the game, better AI implementation, have particle system, have the player running animation
10	16/may	have all the animations, the player will be able to use checkpoints and block
11	23/may	implement menus and sound
12	30/may	Docs and fix bugs

7. Detailed Planning

For our project we have 5 backlogs.

7.1 Required For Class

This backlog has the tasks that are required, by other classes, to be in the project.

This backlog is already sorted by priority.

Name	Description	Time Estimate
Melee Enemy AI	The melee enemies AI will have a finite state machine, they will be patrolling an area and once the player is in the line of vision they will start to chase and then attack.	3 Days
Radar Ability Shader	We will be using a shader for when the player uses the radar ability. When in use the enemies will be outlined in red.	3 Days
Player Hurt Shader	We will use a shader that turns the screen red for a few seconds when the player gets hurt.	2 Days
Ranged Enemy AI	The ranged enemies AI will have a finite state machine, they will be patrolling an area and once the player is in the line of vision they will start to chase and then attack but if the player gets too close they will try to keep some distance..	3 Days
Particle System in Projectile	For the trail that the projectiles leave we will be using a particle system.	1½ Days
Friendly NPC AI	The friendly Npcs AI will have steering behaviors and they will be wandering around the world and if the player enters a fight close to them they will run away, and if the player isn't in a fight and gets close to them the friendly npcs will say a random phrase.	2 Days

7.2 Coding

This backlog has all the other coding tasks that need to be done for the project.
This backlog is already sorted by priority.

Name	Description	Time Estimate
Player Basic Movement	The player is able to move in the x and z axis, he will be able to walk and run depending on his velocity.	½ Day
Player Melee Attack	The player will have a sword that will allow him to do Melee attacks.	½ Day
Player Ranged Attack	The player will have a gun that will allow him to do ranged attacks.	½ Day
Player Dash Ability	The player can Dash on any direction and it useful to dodge enemy projectiles.	½ Day
Switch Weapon	Allows the player to switch the weapon he is holding	1 Day
Player Block	The player can block any incoming damage for a short time by using a shield barrier.	½ Day
Camera	The player can use the mouse to rotate the camera horizontally and vertically depending on whether the mouse is moved horizontally and vertically respectively. The camera rotates around the character while the character himself doesn't rotate until a movement input is given. The character will move relative to the direction in which the camera is facing.	1 Day
Player Jump	The player has the ability to jump keeping horizontal momentum and for a fixed height. By pressing longer on the space button the jump height will also be longer.	½ Day
Player Takes Damage	The player has 100 health points in total. If they lose some health the player will start to restore some health back slowly over time once they aren't in battle.	1 Day
Player's Radar Ability	The player has the ability to see enemies silhouettes through walls to help them navigate through areas.	2 Days
Puzzles	Some areas in the game are locked and to unlock it, the player will have to "hack" a computer device and complete a certain puzzle. Puzzles might range from rotating lines in order to connect all the lines and rotating some pieces of a picture to make it organized.	2 Days
Collect Items	The player can find pickups throughout the map which can	½ Day

	be used to upgrade the character's helmet which gives him improved abilities.	
Upgrades	The player will be able to do upgrades, for the vertical slice we will have 4 upgrades. The player will be able to upgrade his melee damage and ranged damage, as well as reduce the cooldown of the radar ability and increase the duration of the shield barrier. The player will only be able to do each upgrade once.	2 Days
CheckPoints	The player will encounter multiple checkpoints throughout the game and when they reach them there is going to appear a symbol on the screen, if the player dies they will respawn in the lastest checkpoint they passed through. If the player dies without reaching any checkpoint, they will respawn at the start.	1 Day
Player Crouching	The player can bend down their knees to reduce their height, allowing them to dodge enemy's projectiles, make themselves less visible, or enter compacted spaces.	½ Day
Main Menu	The main menu of the game consists of the "Play", "Options" and "Quit" buttons.	½ Day
Pause Menu	The pause menu is an in-game menu the player can use to pause the game.	½ Day
Game Over Menu	The game over screen will appear when the player dies.	½ Day
Options Menu	The options menu shows the game music volume and the sound effects volume sliders which can be used to change the sound volumes.	½ Day
Controls Screen	The Controls screen will show the controls to play the game.	½ Days
Implementing sounds	Implementing the background music as well as the sound effects	½ Day
Implementing 3D Models	Implementing the 3D models of the player, ranged enemy, melee enemy and friendly npc	1 Day
Creating the City	Planning and creating the City map layout where the game is played.	2 Days
Implementing Animations	Implementing the animation for the player, ranged enemy, melee enemy and friendly npc	2 Days
Combine Code	Combine the code done	½ Day / per week
Fix Bugs	Fix bugs as they appear	½ Day / per bug

7.3 3D Models And Animations

This backlog has all the 3D Modeling and Animation tasks that need to be done for the project.

This backlog is already sorted by priority.

It still wasn't updated by the designers

Name	Time Estimate
Player Model	2 day
Player Walking Animation	no information
Player Idle Animation	no information
Melee Enemy Model	1 day
City Buildings	1 day
Plants	1 day
Lamps	1 day
Player Sword Model	1 day
Player Gun Model	1 day
Melee Enemy Model	1 day
Ranged Enemy Model	1 day
Male Friendly NPC Model	1 day
Female Friendly NPC Model	1 day
Player Running Animation	no information
Player Jumping Animation	no information
Player Crouching Animation	no information
Player Walking While Crouching Animation	no information
Player Idle While Crouching Animation	no information
Computer Chips	1 day
Melee Enemy Sword	1 day
Ranged Enemy Gun	1 day
Melee Enemy Walking Animation	no information
Melee Enemy Running Animation	no information
Melee Enemy Attack	no information

Melee Enemy Taking Damage	no information
Melee Enemy Idle Animation	no information
Melee Enemy Death Animation	no information
Ranged Enemy Walking	no information
Ranged Enemy Running	no information
Ranged Enemy Attack	no information
Ranged Enemy Taking Damage	no information
Ranged Enemy Idle Animation	no information
Ranged Enemy Death Animation	no information
Male Friendly NPC Walking	no information
Female Friendly NPC Walking	no information
Male Friendly NPC Idle	no information
Female Friendly NPC Idle	no information

7.4 Docs

This backlog has all the tasks related to the documentation for the project.

This backlog is already sorted by priority.

Name	Time Estimate
GDD	2 Days
Concept Book	3 Days
PowerPoint	1 Day / per delivery
Trailer video	1 Day
Teaser video	1 Day
Instagram Posts	½ Day / per week
Speec	½ Day
Poster	1 Day
Instructions	½ Day / per delivery
Delivery Report	½ Day / per delivery

7.5 UI / 2D / Sounds

This backlog has all the tasks related to the UI, 2D and Sounds for the project.

This backlog is already sorted by priority.

Name	Time Estimate
Heath Bar	½ Day
Abilities Icons	½ Day
Buttons	½ Day
Menu Background	½ Day
Find Sounds	1½ Days

8. Sprint Reports

8.1 Sprint 1

8.1.1 Previous Week

8.1.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Player Movement	½ hour	Gonçalo	High	Completed
Player Ranged Attack	1 hour	Sheehan	High	Completed
Player Melee Attack	1 hour	Sofia	High	Completed
Camera	½ hour	Sheehan	High	Completed
Player Block	1 hour	Gonçalo	High	Completed

8.1.1.2 Objectives

After the first presentation we decided to start working right away on the prototype to have some functionalities already working.

No tasks were planned from the design part.

8.1.1.3 Review

Everything went as planned, all the tasks were completed with no delays and no changes.

8.1.2 Next Week

Tasks	Time Estimate
Player Jump	½ Day
Radar Ability	3 Days
Player Health	1 Day
Switch Weapon	1 Days
Combine Code	½ Days

Collect Items	½ Day
Checkpoints	1 Day

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog the priority of the tasks didn’t change

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

8.1.2.1 Sprint Backlog

Tasks	Time Estimate	Responsible	Priority	Stage
Player Jump	½ Day	Gonçalo	High	Open
Radar Ability	3 Days	Sheehan	High	Open
Player Health	1 Day	Gonçalo	High	Open
Melee Enemy	3 Days	Gonçalo	High	Open
Ranged Enemy	3 Days	Sofia	High	Open
Combine Code Together	1 Day	All	High	Open
Switch Weapon	1 Day	Sheehan	High	Open

8.1.2.2 Notes

All tasks were completed without any delay or change on the backlogs.

8.2 Sprint 2

8.2.1 Previous Week

8.2.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Player Jump	½ hour	Gonçalo	High	Completed
Radar Ability	1 hour	Sheehan	High	Completed
Player Health	1 hour	Gonçalo	High	Completed
Melee Enemy	Still Counting	Gonçalo	High	In Progress
Ranged Enemy	Still Counting	Sofia	High	In Progress
Combine Code Together	2 hours	All	High	Completed
Switch Weapon	1½ hours	Sheehan	High	Completed

All of our objectives were succeeded except both enemies which still need some work, but they are overplanned.

8.2.1.3 Review

In the Melee enemy and Ranged enemy tasks we wanted to implement something more complex (even though the basics are working) so it took more time than what was expected and it got delayed, these tasks will be reassigned in sprint 3. Also after putting the code together the player melee attack doesn't work with the switch weapons and the ranged attack code, this task will be redone in sprint 3.

The rest of the tasks were done successfully and were finished in time.

No tasks were planned from the design part. Nothing was overplanned.

8.2.2 Next Week

In the “Required for CG & AI” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Melee Enemies	3 Days
Ranged Enemies	3 Days
Radar Ability	3 Days
Particle System in Projectiles	1½ Days
Friendly NPCs	3 Days
Player Hurt Shader	2 Days

In the “Coding” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Collect Items	½ Day
Checkpoints	1 Day
Combine code	½ Day
Puzzles	2 Days
Upgrades	2 Days
Player Crouching	½ Day
Player Hurt Shader	2 Days

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog the priority of the tasks didn’t change

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

8.2.2.1 Sprint Backlog

Tasks	Time Estimate	Responsible	Priority	Stage
Melee Enemies	2 Days	Gonçalo	High	In Progress
Ranged Enemies	2 Days	Sofia	High	In Progress
Puzzles	½ Day	All	High	Open
Collect Chips	½ Day	Gonçalo	Normal	Open
Check Points	½ Day	Gonçalo	Normal	Open
Upgrades	1 Day	All	Low	Open
Player Melee Attack (redo)	1 Day	Sofia	Urgent	In Progress
Combine Code	½ Day	All	High	Open
Particle System in Projectiles	½ Day	Sheehan	Normal	Open

8.3 Sprint 3

8.3.1 Previous Week

8.3.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Melee Enemies	2 Days	Gonçalo	High	Completed
Ranged Enemies	2 Days	Sofia	High	Completed
Puzzles	2 Hours	All	High	Completed
Collect Chips	20 minutes	Gonçalo	Normal	Completed
Check Points	30 minutes	Gonçalo	Normal	Completed
Upgrades	1 Day	All	Low	Completed
Player Melee Attack (redo)	4 hours	Sofia	High	Completed
Particle System in Projectiles	1 hour	Sheehan	Normal	Completed

8.3.1.2 Objectives

Our objectives were completed successfully.

We will continue working on the melee and ranged enemy and give them more complexity, but the things that we plan to do on them are done.

No tasks were planned from the design part.

8.3.1.3 Review

In the player melee attack we also implemented a simple animation on the sword.

In the Melee enemy and Ranged enemy tasks we wanted to implement something more complex (even though the basics are working) so it took more time than what was expected and it got delayed, these tasks will be continued in sprint 3. Also after putting the code together the player melee attack doesn't work with the switch weapons and the ranged attack code, this task will be redone in sprint 3.

The rest of the tasks were done successfully and were finished in time.

No tasks were planned from the design part.

8.3.2 Next Week

In the “Required for CG & AI” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Friendly NPCs	3 Days
Player Hurt Shader	2 Days
Improve Ranged Enemy	2 Days
Improve Melee Enemy	2 Days
Improve the NPCs	2 Days

In the “Coding” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Fix Bugs	½ Day
Level Design	1 Day
Pause Menu	½ Day
Main Menu	½ Day

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog the priority of the tasks didn’t change

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

8.3.2.1 Sprint Backlog

Tasks	Time Estimate	Responsible	Priority	Stage
Fix Bugs	½ Day	All	High	Open
Plan City Layout	1 Day	All	High	Open

8.3.2.2 Notes

As we have the game jam next week we won’t be planning a lot of tasks.

8.4 Sprint 4

8.4.1 Previous Week

8.4.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Fix Bugs	3 Hours	All	High	Completed
Plan City Layout	4 Hours	All	High	Completed

8.4.1.2 Objectives

Our objectives were completed successfully.
No tasks were planned from the design part.

8.4.1.3 Review

All the tasks were done successfully and were finished in time.
There was a game jam.

8.4.2 Next Week

In the “Required for CG & AI” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Friendly NPCs	3 Days
Player Hurt Shader	2 Days
Improve Ranged Enemy	2 Days
Improve Melee Enemy	2 Days
Improve the NPCs	2 Days

In the “Coding” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Player Crouching	½ Day
Fix Bugs	½ Day
Pause Menu	½ Day
Main Menu	½ Day
Options Menu	½ Day

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog the priority of the tasks didn’t change

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

8.4.2.1 Sprint Backlog

Tasks	Time Estimate	Responsible	Priority	Stage
Player Crouching	½ Day	Gonçalo	High	Open
Fix Bugs	1 Day	All	High	Open
Text Popup for Upgrades	½ Day	Gonçalo	High	Open
Text Popup for Puzzles	½ Day	Gonçalo	High	Open
Give more feedback once ability is used	½ Day	Gonçalo	High	Open
Pause Menu	½ Day	All	High	Open
Main Menu	½ Day	All	High	Open
Create city	3 Days	All	High	Open

8.4.2.2 Notes

Next week we won’t have classes.

8.5 Sprint 5

8.5.1 Previous Week

8.5.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Player Crouching	½ Day	Gonçalo	High	Completed
Text Popup for Upgrades	½ Day	Gonçalo	High	Completed
Text Popup for Puzzles	½ Day	Gonçalo	High	Completed
Give more feedback once ability is used	½ Day	Gonçalo	High	Completed
Pause Menu	½ Day	All	High	In Progress
Main Menu	½ Day	All	High	In Progress
Create city	1 Day	All	High	In Progress

8.5.1.2 Objectives

Our objectives were completed successfully.

We had 3 tasks that were overplanned, the pause Menu, the main menu and the creation of the city.

No tasks were planned from the design part.

8.5.1.3 Review

The tasks were done successfully and were finished in time.

8.5.2 Next Week

In the “Required for CG & AI” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Friendly NPCs	3 Days
Player Hurt Shader	2 Days
Improve Ranged Enemy	2 Days
Improve Melee Enemy	2 Days
Improve the NPCs	2 Days

In the “Coding” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Fix Bugs	½ Day
Pause Menu	½ Day
Main Menu	½ Day
Options Menu	½ Day
GameOver Menu	½ Day

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog the priority of the tasks didn’t change

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

8.5.2.1 Sprint Backlog

Tasks	Time Estimate	Responsible	Priority	Stage
Create city	1 Day	All	High	In Progress
Fix Bugs	1 Day	All	High	Open
Friendly NPCs	1 Day	All	High	Open
Instructions Doc.	½ Day	All	High	Open
Delivery Report	½ Day	All	High	Open
Presentation Slides	½ Day	All	High	Open
Update Computer Graphics Tasks	½ Day	All	High	Open
Update Artificial Intelligence Tasks	½ Day	All	High	Open

8.5.2.2 Notes

Next week is the last one before the second delivery.

8.6 Sprint 6

8.6.1 Previous Week

8.6.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Create city	3 Days	All	High	Completed
Fix Bugs	1 Day	All	High	Completed
Friendly NPCs	1 Day	All	High	Completed
Instructions Doc.	½ Day	All	High	Completed
Delivery Report	½ Day	All	High	Completed
Presentation Slides	½ Day	All	High	Completed
Update Computer Graphics Tasks	½ Day	All	High	Open
Update Artificial Intelligence Tasks	½ Day	All	High	Open

8.6.1.2 Objectives

All of our objectives were completed successfully.
No tasks were planned from the design part.

8.6.1.3 Review

All of the tasks were done successfully and were finished in time. The Update Artificial Intelligence Tasks and the Update Computer Graphics Tasks due date have been extended so these tasks will pass to next week.

8.6.2 Next Week

In the “Required for CG & AI” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Player Hurt Shader	2 Days
Improve Ranged Enemy	2 Days
Improve Melee Enemy	2 Days
Improve the NPCs	2 Days

In the “Coding” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Fix Bugs	½ Day
Pause Menu	½ Day
Main Menu	½ Day
Options Menu	½ Day
GameOver Menu	½ Day

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Update Computer Graphics Tasks	½ Day
Update Artificial Intelligence Tasks	½ Day
GDD	3 Days
Presentation Slides	1 Day
Delivery Report	½ Day
Instructions	½ Day
Spec Sheet	1 Day

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

Tasks	Time Estimate
Creation of Stylized Heath Bar	½ Day
Creation of Stylized Abilities Icons	½ Day
Creation of Stylized Buttons	1/2 Day
Creation of Menu Background	1/2 Day
Find Sounds	1 1/2 Days

8.6.2.1 Sprint Backlog

Tasks	Time Estimate	Responsible	Priority	Stage
Update Computer Graphics Tasks	½ Day	All	High	Open
Update Artificial Intelligence Tasks	½ Day	All	High	Open
Organize Scene	1 Day	All	High	Open

8.6.2.2 Notes

Next week is the second project presentation.

As we are lacking communication with the designers we aren’t able to know what tasks they are giving priority.

8.7 Sprint 7

8.7.1 Previous Week

8.7.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Update Computer Graphics Tasks	1 Hour	All	High	Completed
Update Artificial Intelligence Tasks	1 Hour	All	High	Completed
Organize Scene	1 Day	All	High	Completed

8.7.1.2 Objectives

All of our objectives were completed successfully.
No tasks were planned from the design part.

8.7.1.3 Review

All of the tasks were done successfully and were finished in time.

8.7.2 Next Week

In the “Required for CG & AI” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Player Hurt Shader	2 Days
Improve Ranged Enemy	2 Days
Improve Melee Enemy	2 Days
Improve the NPCs	2 Days

In the “Coding” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Close the Puzzle	½ Day
Close the Upgrades	½ Day
Improve Abilities Cooldown	½ Day
Particles on Checkpoints	½ Day
Make Chips More Visible	½ Day

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
GDD - 3rd Delivery	3 Days
Presentation Slides - 3rd Delivery	1 Day
Delivery Report - 3rd Delivery	½ Day
Instructions - 3rd Delivery	½ Day
Spec Sheet - 3rd Delivery	1 Day

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

Tasks	Time Estimate
Creation of Stylized Heath Bar	½ Day
Creation of Stylized Abilities Icons	½ Day
Creation of Stylized Buttons	1/2 Day
Creation of Menu Background	1/2 Day
Find Sounds	1 1/2 Days

8.7.2.1 Sprint Backlog

Tasks	Time Estimate	Responsible	Priority	Stage
Change the Key of the Shield Ability	½ Day	All	High	Open
Increase Player Melee Attack Damage	½ Day	All	High	Open
Organize Some Code Files	1 Day	All	Normal	Open
Organize Project Folders	1 Day	All	High	Open
Only Press Key Once to Open Puzzle Panel	½ Day	All	Normal	Open
Only Press Key Once to Open Upgrades Panel	½ Day	All	Normal	Open

8.7.2.2 Notes

The second project presentation was this week.

As we are lacking communication with the designers we aren't able to know what tasks they are giving priority.

8.8 Sprint 8

8.8.1 Previous Week

8.8.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Change the key of the shield ability	½ Day	All	Normal	Completed
Increase Player Melee Attack Damage	½ Day	All	Normal	Completed
Organize Some Code Files	1 Day	All	High	Completed
Organize Project Folders	1 Day	All	High	Completed
Only Press Key Once to Open Puzzle Panel	30 Minutes	Sheehan	Normal	Completed
Only Press Key Once to Open Upgrades Panel	30 Minutes	Sheehan	Normal	Completed

8.8.1.2 Objectives

All of our objectives were completed successfully.

No tasks were planned from the design part.

8.8.1.3 Review

All of the tasks were done successfully and were finished in time.

8.8.2 Next Week

In the “Required for CG & AI” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Player Hurt Shader	2 Days
Improve Ranged Enemy	2 Days
Improve Melee Enemy	2 Days
Improve the NPCs	2 Days

In the “Coding” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Close the Puzzle	½ Day
Close the Upgrades	½ Day
Improve Abilities Cooldown	½ Day
Particles on Checkpoints	½ Day
Make Chips More Visible	½ Day

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
GDD - 3rd Delivery	3 Days
Presentation Slides - 3rd Delivery	1 Day
Delivery Report - 3rd Delivery	½ Day
Instructions - 3rd Delivery	½ Day
Spec Sheet - 3rd Delivery	1 Day

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

Tasks	Time Estimate
Creation of Stylized Heath Bar	½ Day
Creation of Stylized Abilities Icons	½ Day
Creation of Stylized Buttons	1/2 Day
Creation of Menu Background	1/2 Day
Find Sounds	1 1/2 Days

8.8.2.1 Sprint Backlog

Tasks	Time estimate	Responsible	Priority	Stage
Close the Puzzle	½ Day	Gonçalo	Normal	Open
Close the Upgrades	½ Day	Gonçalo	Normal	Open
Improve Abilities Cooldown	½ Day	Gonçalo	High	Open
Particles on Checkpoints	½ Day	Sofia	Normal	Open
Make Chips More Visible	½ Day	Sofia	Normal	Open
Bullet Holes on Checkpoints	½ Day	Sofia	High	Open
Change Invisible Walls to Visible Ones	½ Day	Sheehan	Normal	Open
No Bullet Holes on NPCs	1 Day	Sheehan	High	Open
No Bullet Holes on Enemies	1 Day	Sheehan	High	Open
House Disappear after Puzzle	½ Day	Gonçalo	High	Open
Feedback when Upgrade is Done	½ Days	Gonçalo	High	Open
Player Hurt shader	1 Day	Sofia	High	Open

8.8.2.2 Notes

As we are lacking communication with the designers we aren’t able to know what tasks they are giving priority.

8.9 Sprint 9

8.9.1 Previous Week

8.9.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Close the Puzzle	½ Day	Gonçalo	Normal	Completed
Close the Upgrades	½ Day	Gonçalo	Normal	Completed
Improve Abilities Cooldown	½ Day	Gonçalo	High	Completed
Particles on Checkpoints	½ Day	Sofia	Normal	Completed
Make Chips More Visible	½ Day	Sofia	Normal	Completed
No Bullet Holes on Checkpoints	½ Day	Sofia	High	Completed
Change Invisible Walls to Visible Ones	½ Day	Sheehan	Normal	Completed
No Bullet Holes on NPCs	1 Day	Sheehan	High	Completed
No Bullet Holes on Enemies	1 Day	Sheehan	High	Completed
Enemies Disappear after Puzzle	½ Day	Gonçalo	High	Completed
Give Feedback when Upgrade is Done	1½ Days	Gonçalo	High	Completed
Player Hurt shader	1 Day	Sofia	High	Completed

8.9.1.2 Objectives

All of our objectives were completed successfully.

No tasks were planned from the design part.

8.9.1.3 Review

All of the tasks were done successfully and were finished in time.

8.9.2 Next Week

In the “Required for CG & AI” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Improve Ranged Enemy	2 Days
Improve Melee Enemy	2 Days
Improve the NPCs	2 Days

In the “Coding” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Implement Sounds	1 Day
Main Menu	½ Day
Pause Menu	½ Day
Controls Menu	½ Day
Game Over Menu	½ Day
Finished Game	½ Day

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
GDD - 3rd Delivery	3 Days
Presentation Slides - 3rd Delivery	1 Day
Delivery Report - 3rd Delivery	½ Day
Instructions - 3rd Delivery	½ Day
Spec Sheet - 3rd Delivery	1 Day

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

Tasks	Time Estimate
Find Sounds	1 1/2 Days
Creation of Stylized Abilities Icons	1/2 Day
Creation of Stylized Buttons	1/2 Day
Creation of Menu Background	1/2 Day
Creation of Stylized Health Bar	1/2 Day

8.9.2.1 Sprint Backlog

Tasks	Time estimate	Responsible	Priority	Stage
Find Sounds	2 Days	All	Normal	Open
Improve Ranged Enemy	2 Days	Sofia	High	Open
Improve Melee Enemy	2 Days	Gonçalo	High	Open
Implement Sounds	1 Day	All	Normal	Open
Main Menu	1/2 Day	All	Normal	Open

8.9.2.2 Notes

As we are lacking communication with the designers we aren’t able to know what tasks they are giving priority.

8.10 Sprint 10

8.10.1 Previous Week

8.10.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Find Sounds	2 Days	All	Normal	In Progress
Improve Ranged Enemy	2 Days	Sofia	High	Completed
Improve Melee Enemy	2 Days	Gonçalo	High	Completed
Implement Sounds	1 Day	All	Normal	In Progress
Main Menu	½ Day	All	Normal	Completed

8.10.1.2 Objectives

Most of our objectives were completed successfully.

The tasks of finding sounds and implementing sounds are overplanned.

No tasks were planned from the design part.

8.10.1.3 Review

Most of the tasks were done successfully and were finished in time, the ones that weren't finished were overplanned.

8.10.2 Next Week

In the "Required for CG & AI" backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Improve the NPCs	2 Days

In the “Coding” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Implement Sounds	1 Day
Pause Menu	½ Day
Controls Menu	½ Day
Options Menu	½ Day
Game Over Menu	½ Day
Create City	2 Days
Implement Shadows	½ Day
Combine Code	½ Day

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
GDD - 3rd Delivery	3 Days
Presentation Slides - 3rd Delivery	1 Day
Delivery Report - 3rd Delivery	½ Day
Instructions - 3rd Delivery	½ Day
Spec Sheet - 3rd Delivery	1 Day
Trailer - 3rd Delivery	1 Day

In the “UI / 2D / Sounds” backlog the priority of the tasks didn’t change

Tasks	Time Estimate
Find Sounds	1 ½ Days
Creation of Stylized Abilities Icons	½ Day
Creation of Stylized Buttons	½ Day
Creation of Menu Background	½ Day
Creation of Stylized Health Bar	½ Day

8.10.2.1 Sprint Backlog

Tasks	Time estimate	Responsible	Priority	Stage
Find Sounds	2 Days	All	High	Progress
Implement Sounds	1 Day	All	High	Progress
Improve the NPCs	2 Days	All	High	Open
Game Over Menu	½ Day	All	High	Open
Pause Menu	½ Day	All	High	Open
Controls Menu	½ Day	All	High	Open
Options Menu	½ Day	All	High	Open
Implement Shadows	½ Day	All	High	Open
Combine Code	½ Day	All	Urgent	Open

8.10.2.2 Notes

As we are lacking communication with the designers we aren't able to know what tasks they are giving priority.

8.11 Sprint 11

8.11.1 Previous Week

8.11.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Find Sounds	2 Days	All	High	Completed
Implement Sounds	1 Day	All	High	Completed
Improve the NPCs	2 Days	All	High	Completed
Game Over Menu	½ Day	All	High	Completed
Pause Menu	½ Day	All	High	Completed
Controls Menu	½ Day	All	High	Completed
Options Menu	½ Day	All	High	Completed
Implement Shadows	½ Day	All	High	Completed
Combine Code	½ Day	All	Urgent	Completed

8.11.1.2 Objectives

All of our objectives were completed successfully.
No tasks were planned from the design part.

8.11.1.3 Review

All of the tasks were done successfully and were finished in time.

8.11.2 Next Week

All the tasks in the “Required for CG & AI” backlog were finished

In the “Coding” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
Create City	2 Days
Combine Code	½ Day

In the “3D Models & Animations” backlog the priority of the tasks didn’t change

In the “Docs” backlog our tasks with higher priority are the following:

Tasks	Time Estimate
GDD - 3rd Delivery	3 Days
Presentation Slides - 3rd Delivery	1 Day
Delivery Report - 3rd Delivery	½ Day
Instructions - 3rd Delivery	½ Day
Spec Sheet - 3rd Delivery	1 Day
Trailer - 3rd Delivery	1 Day

All the tasks in the “UI / 2D / Sounds” backlog were finished

8.11.2.1 Sprint Backlog

Tasks	Time estimate	responsible	Priority	Stage
Combine Code	½ Day	All	Urgent	Open
Create City	2 Days	All	Urgent	Open
GDD - 3rd Delivery	3 Days	All	High	Open
Presentation Slides - 3rd Delivery	1 Day	All	High	Open
Delivery Report - 3rd Delivery	½ Day	All	High	Open
Instructions - 3rd Delivery	½ Day	All	High	Open
Spec Sheet - 3rd Delivery	1 Day	All	High	Open
Trailer - 3rd Delivery	1 Day	Designers	High	Open
Production Plan - 3rd Delivery	½ Day	All	High	Open

8.11.2.2 Notes

As we are lacking communication with the designers we aren't able to know what tasks they are giving priority.

8.12 Sprint 12

8.12.1 Previous Week

8.12.1.1 Sprint Backlog

Tasks	Time Needed	Responsible	Priority	Stage
Combine Code	½ Day	All	Urgent	Completed
Create City	2 Days	All	Urgent	Completed
GDD - 3rd Delivery	3 Days	All	High	Completed
Presentation Slides - 3rd Delivery	1 Day	All	High	Completed
Delivery Report - 3rd Delivery	½ Day	All	High	Completed
Instructions - 3rd Delivery	½ Day	All	High	Completed
Spec Sheet - 3rd Delivery	1 Day	All	High	Completed
Trailer - 3rd Delivery	1 Day	Designers	High	Completed
Production Plan - 3rd Delivery	½ Day	All	High	Completed

8.12.1.2 Objectives

All of our objectives were completed successfully.
No tasks were planned from the design part.

8.12.1.3 Review

All of the tasks were done successfully and were finished in time.
This week is the 3rd delivery.
Next week is the 3rd delivery presentation.

9. Marketing Strategy

marketing plan

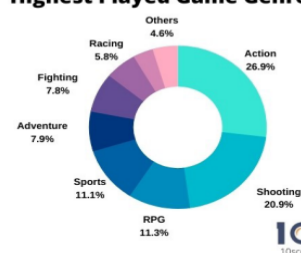
FOCUSING ON SOCIAL MEDIA IDEALLY WITH OUR INSTAGRAM AND SITE, BUILDING IN OTHER PLATFORMS. BUT ALSO WITH OUR POSTER, AND MORE TO COME, AND OUR MERCHEDIZING

market analysis



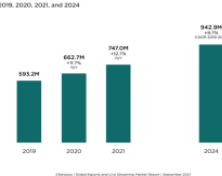
PEOPLE ARE LOOKING TO ESCAPE REALITY MORE AND MORE AND TECHNOLOGY IS EVOLVING WITH IT. ESPECIALLY WITH THE PANDEMIC THESE LAST 2 YEARS ALMOST 3, PEOPLE INCLUDED THEMSELVES TOWARDS GAMING EVEN MORE. THAT'S WHY THE GENRE THAT IS MOST LOOKED FOR IS ACTION. PEOPLE WANT TO FEEL SOMETHING THAT THEY KNOW

Highest Played Game Genre



Games Live Streaming Audience Growth

Growth for 2019, 2020, 2021, and 2024



merchandise:



10. Final Remarks

At the start we had some issues and communication problems but the days before the delivery we saw work being done and we hope it continues like this in the next deliveries.

10.1 Final Remarks (Second Delivery)

During these 6 weeks the problems that we had as a group on the first delivery were maintained. The designer side started attending classes regularly but we hardly saw any work being done. The programmers stayed focused on continuing their work like planned.

10.2 Final Remarks (Third Delivery)

After the second delivery, we started having less problems, the only stressful thing was importing their models to unity which caused some troubles but in the end we fixed most of them. At the end of the project we are all proud of the work we were able to achieve.