Developers JournalAuthor: Jc Fowles

Pre-Production Phase

# Requirements

|  |  |
| --- | --- |
| **Task** | **Owner** |
| Game Design Document | A.Shakil |
| Technical Design Document | A.Shakil |
| Alpha Sprint Backlog | A.Shakil |
| Product Backlog | A.Shakil |

# 31 July 2015

## Scrum Meeting:

N/A

## Tasks:

* High Concept Document
* Concept pitch Presentation
* Decide on Scrum master
* Decide on organisation tools

## Update:

The High Concept document was completed. We then presented our concept pitch. It was a successful pitch as we were given the Go-Ahead to move onto the Pre-Production phase of our project – ORBliteration.

It was decided that that for the Pre-production Phase that J. Griffith Will assume the task of Scrum Master. The use of Trello alongside the Wall would be used to organise the team’s production.

# 4 Aug 2015

## Scrum Meeting:

J. Griffith led today’s Scum meeting and it was decided to start writing up the Game Design Document. First we made a decision to follow the template from Iron Belly Studios to create the GDD, and follow up with the guidelines given to us. After which sections of the GDD were delegated to each team member to complete.

## Tasks:

* Write the GDD

## Update:

Initially we split up the sections of the GDD and each team member worked on them. When a member had finished there section they would help another team member with theirs.

Once completed we added each section together and as a team we edited it to create a flow and concurrency with in the document, as well as correctness.

# 6 Aug 2015

## Scrum Meeting:

J. Griffith led today’s Scum meeting and it was decide that we needed to get our GDD approved by the product owner – Asma Shakil. So we emailed A. Shakil to go over the GDD.

## Tasks:

* Get Approval on GDD from product owner

## Update:

A. Shakil had a look at the document and gave us the following advice on how to edit our GDD.

* Add in a table of changes
* Format heading to include numbers to clearly show sub headings
* Remove target platform and add it to the TDD
* Move Visual/Audio style heading to the assets heading.
* Rename “Starting Out” to “Game stages”
  + Augment by adding images
* Add super heading “Game Play” and move mechanics section to it.
  + Also put Heading “Game Play” before “Game stages”
* Add supper Heading of “Game Design” for “Game stages” and “Assets”
* Add Summary at the end
* Think about adding taught/untaught mechanics

# 7 Aug 2015

## Scrum Meeting:

J. Griffith led today’s Scum meeting and it was decided that a tech Demo or prototype was needed. So a basic implementation of the balls hitting into each other and knocking each other off a platform. The platform will also need to be decreasing in size over time. Power ups were deemed unnecessary at this point. It was decided that Unity was going to be used to create the prototype.

## Tasks:

* Tech Demo/Prototype
  + 2 Players (Local)
  + A surface that decreases in size over time
  + Player movement that was based on acceleration
  + A collision between players that caused a transference of force
    - i.e. when a player knocked the other it would go flying

## Update:

Due to the simplicity of the required prototype, and the ease of using Unity. As a team we used one machine to create the prototype.   
The prototype was completed with basic gameplay and had all 4 requirements. Creating the prototype taught us a few things about what we could be facing in the future when creating the actual game. Such as;

* The Size of players to play surface
* The balancing of the acceleration speed
  + so that it’s not too fast to be unplayable, but fast enough to notice a speed increase
  + Also to have less control when going very fast.
* The Force imparted when colliding will be an interesting challenge to overcome as well

# 11 Aug 2015

## Scrum Meeting:

J. Griffith led the meeting and it was decided that we need to complete the GDD with advised changes. As well as get started on the Technical Design Document (TDD).

## Tasks:

* Update GDD
* Begin Work on TDD

## Update: