

Assessment Cover Sheet

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Unit Name:	Game Development Project 2
Unit Code:	GDC 100B
Lecturer Name:	Harry Eason
Assessment Title:	Agile documentation
Due Date:	02/09/2024
Page Count:	17

Student Declaration:

I understand that:

- I declare that all material in this assessment is my own work except where there is clear acknowledgement and reference to the work of others.
- This original work adheres to assessment criteria including group assessment.
- Penalties apply for late submission of assessment and that this could result in a failure grade being awarded.

Student Signature: Joel M., Jose Ravida, Kaylee Fatchen

Date: 02/09/2024

FREAKY ISOPODS
PRODUCTION DOCUMENT



Document Version History

Version	Author	Date	Comment
1.0	Jose R. Kaylee F. Joel M.	06/08/24	Created document, Added SWOT analysis
1.1	Jose R. Kaylee F.	13/08/24	Added Sprint Plan, Started Burndown chart
1.2	Jose R.	28/08/2024	Added Sprint Backlog and Burndown Chart
1.3	Jose R.	02/09/2024	Added Team Communication and Storage content

SWOT Analysis

Kaylee	Positive	Negative
Internal	<p style="text-align: center;">Strengths</p> <ul style="list-style-type: none"> • Art, drawing and Design • Creature Design • Environment Art • Modelling • Team management 	<p style="text-align: center;">Weaknesses</p> <ul style="list-style-type: none"> • Programming Knowledge • Rusty with Unity • Audio Design • Organic Assets / UV Unwrapping
External	<p style="text-align: center;">Opportunities</p> <ul style="list-style-type: none"> • Marketability of designs and art style • Teamwork 	<p style="text-align: center;">Threats</p> <ul style="list-style-type: none"> • Part time work interrupting workflow

Joel	Positive	Negative
Internal	<p style="text-align: center;">Strengths</p> <ul style="list-style-type: none"> • List some strengths <p>Programming Audio</p>	<p style="text-align: center;">Weaknesses</p> <ul style="list-style-type: none"> • List some weaknesses <p>Marketing experience Unfamiliar with QA and play-testing best practices</p>
External	<p style="text-align: center;">Opportunities</p> <ul style="list-style-type: none"> • List some opportunities <p>Keen interest in underserved markets Attempts at unusual gameplay and design may lead to marketability/unique selling points</p>	<p style="text-align: center;">Threats</p> <ul style="list-style-type: none"> • List some threats <p>Increased workload due to double study, minimal time to work on project</p>

Jose	Positive	Negative
Internal	Strengths <ul style="list-style-type: none"> • Team Player • Problem Solver • Patient • Dedicated • Collaborative • Diverse Game Knowledge 	Weaknesses <ul style="list-style-type: none"> • Self-Critical • Competitive • Prone to procrastination
External	Opportunities <ul style="list-style-type: none"> • Ample working time • Diverse network 	Threats <ul style="list-style-type: none"> • Competing commitments • Me time required • Poor time usage

Team	Positive	Negative
Internal	Strengths <ul style="list-style-type: none"> • Accessible controls interface • 	Weaknesses <ul style="list-style-type: none"> • Significant potential to become over-scoped •
External	Opportunities <ul style="list-style-type: none"> • There's a gap in the market for a Lemmings-like • 	Threats <ul style="list-style-type: none"> • Inexperience with development within the genre •

Team Communication

Throughout the process of creating this initial game prototype the team used several communication methods to keep track of progress, tasks, and exchange information. Apart from hosting weekly in-person meetings, continued communication has taken place over online services such as Microsoft Teams and Discord. On these platforms information and files have been shared across members. Moreover, another online resource Trello, has been utilised to track both allotment and progress of tasks.

The image shows a Trello board for a project named 'freaky-isopods'. The board is organized into six columns: User Stories, Backlog, Planning, In Progress, Testing, and Review. Each column contains a list of task cards. Cards are often assigned to team members (indicated by initials like J, K, JM) and labeled with categories (like JM, K). The 'Testing' column is currently empty except for an 'Add a card' button.

Column	Card Title	Assignee(s)	Label(s)
User Stories	Predator A can follow Isopod through		
	Predator B can follow Isopod over obstacles		
	Predator C can follow Isopod under obstacles		
	Predator D can follow Isopod regardless of obstacle avoidance		
	Predator E can follow Isopod through and over		
	Predator F can follow Isopod through and under		
	Predator G can follow Isopod under and over		
	Isopod will reach a transition point between biomes		
	When Predator catches an Isopod, it briefly stops chasing the Isopod Chain		
Backlog	Art: Predator Animation - Catch Isopod	K	
	Art: Predator Rigs	J, K	
	Programming: Predator de-parents from Isopod Chain upon "catching" an Isopod		JM
	Programming: Predator catches Isopod when close		JM
	Programming: Predator can Overcome Obstacle		JM
	Programming: Predator can Overcome Obstacle - Through		JM
	Programming: Predator can Overcome Obstacle - Over		JM
Planning	Programming: Set up Isopod Animations in Animator		JM
	Programming: Set up Predator Animations in Animator		JM
	Programming: If Ground is Dirt, Isopod can Burrow		JM
	Programming: If Obstacle is Not Dirt, Isopod stops		JM
	Programming: Children of Player Character follow Player Character's path		JM
	Art + Design: Isopod Concepts		K
In Progress	Programming: Predator becomes Child of Isopod Chain		JM
	Programming: Overfill Isopod Chain at Checkpoint if Isopod Chain is Full		JM
	Programming: Implement Checkpoint System		JM
	Programming: Refill Isopod Chain at Checkpoint		JM
Review	Programming: Configure Input System Action Move as WASD, Arrow Keys, D-Pad		JM
	Programming: Set up Input System Action Jump as Space, X		JM
	Programming: Inputs have simulated presses		JM
	Art + Design: Predator Concepts		J, K
	Art + Design: Predator Design		J, K
	Art + Design: Isopod Design		J, K
	Art: Isopod Model		K
	Art: Predator Models		K
	Programming: Pressing W/Up Arrow moves Isopod at Speed 3		JM
	Programming: Pressing A/Left Arrow moves Isopod at Speed 3		JM

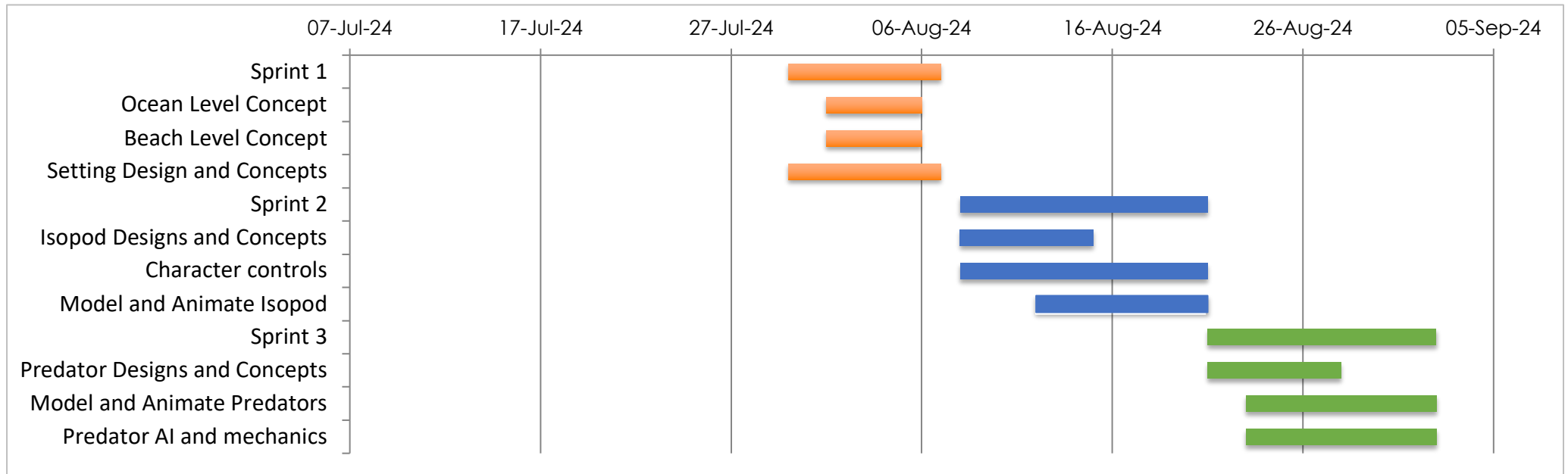
Link to Trello Page: <https://trello.com/b/iRmS0Jzi/freaky-isopods>

Sprint Plan

PROJECT NAME	PROJECT MANAGER	START DATE	END DATE
Freaky Isopods Initial Prototype	Jose	30-Jul	2-Sep

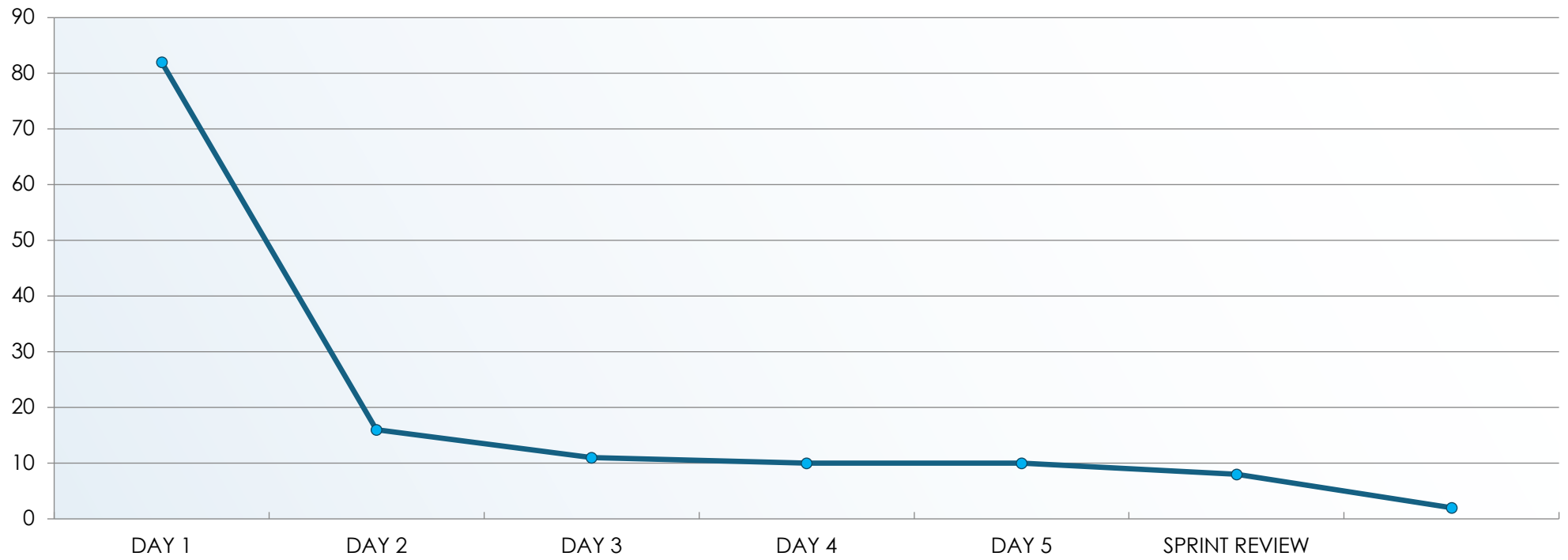
OVERALL PROGRESS
60%

AT RISK	TASK NAME	FEATURE TYPE	RESPONSIBLE	RISK	START	FINISH	DURATION (DAYS)	STATUS
	Sprint 1	Level Concept		Medium	30-Jul-24	07-Aug-24	8	Complete
	Ocean Level Concept		Kaylee	Low	1-Aug-24	06-Aug-24	5	Complete
	Beach Level Concept		Jose	Low	1-Aug-24	06-Aug-24	5	Complete
	Setting Design and Concepts		Jose, Kaylee	Medium	30-Jul-24	07-Aug-24	8	Complete
	Sprint 2	Main Player Character		High	08-Aug-24	21-Aug-24	13	In progress
	Isopod Designs and Concepts		Jose, Kaylee	Medium	08-Aug-24	12-Aug-24	7	Complete
	Character controls		Joel	High	08-Aug-24	21-Aug-24	13	Complete
	Model and Animate Isopod		Kaylee	High	12-Aug-24	21-Aug-24	9	In progress
	Sprint 3	Enemy Characters		Medium	21-Aug-24	02-Sep-24	12	In progress
	Predator Designs and Concepts		Jose, Kaylee	Medium	21-Aug-24	06-Aug-24	7	Complete
	Model and Animate Predators		Kaylee	Medium	23-Aug-24	02-Sep-24	10	Not Started
	Predator AI and mechanics		Joel	High	23-Aug-24	02-Sep-24	10	In progress



Agile Sprint Backlog										
BACKLOG TASK & ID	STORY POINTS	ASSIGNED TO	STATUS	ORIGINAL ESTIMATE	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	SPRINT REVIEW
Isopod Player character										
Model Isopod	5	Kaylee	Complete	5	1	2	2	0	0	0
Animate Isopod	6	Kaylee	In Progress	7	2	1	2	1	1	0
Program Isopod Controls	8	Joel	Complete	8	4	2	0	2	0	0
Control a line of isopods	5	Joel	In Progress	4	0	0	0	2	0	0
Isopod Sound effects	4	Jose	Not Started	5	0	0	0	0	0	0
Create a prehistoric world										
Create prehistoric level concepts	4	Jose	Complete	6	0	2	1	1	1	0
Design Levels	10	Jose	In Progress	12	2	0	0	0	0	0
Design prehistoric creatures and dinosaurs	6	Jose, Kaylee	Complete	8	3	0	1	2	2	1
Design prehistoric vegetation obstacles	6	Jose, Kaylee	In Progress	6	1	1	2	0	2	0
Create mood boards for the look of the levels	2	Kaylee, Jose	Complete	4	2	0	0	0	2	1
Create background elements featuring prehistoric elements	7	Kaylee	In Progress	6	1	0	2	1	0	0
Predator can follow Isopod										
Predator overcoming obstacle - Under	2	Joel	In Progress	3	0	1	0	0	0	0
Predator overcoming obstacle - Over	2	Joel	In Progress	3	0	1	0	0	0	0
Predator overcoming obstacle - Through	2	Joel	In Progress	3	0	1	0	0	0	0
Predator can catch an isopod	3	Joel	In Progress	2	0	0	0	1	0	0
TOTAL				82	16	11	10	10	8	2

SPRINT BURNDOWN



Version Control

<https://github.com/JellyMartini/GDC100B-Assessment1.git>

has submodule <https://github.com/JellyMartini/GDC100B.git>

Storage

As the project was conducted across multiple members and devices several document sharing, storage, and safeguard techniques were used throughout the process. The team primarily used OneDrive as an effective way to collaborate, share, and store files for team-wide access. This enabled real-time distribution of the latest files across members and devices. Furthermore, in-case of potential data loss, an online repository featuring version control backups was utilised to minimise any compromises in data. This approach was complemented by additional backups stored on multiple local devices at separate locations – home or school devices. This multi-faceted approach to storing data enabled smooth operations that provided reliable file availability in varied scenarios.