**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



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| --- |
| FREAKY ISOPODS |
| PRODUCTION DOCUMENT |
|  |

# Document Version History

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| --- | --- | --- | --- |
| **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 | ***Strengths***   * Art, drawing and Design * Creature Design * Environment Art * Modelling * Team management | ***Weaknesses***   * Programming Knowledge * Rusty with Unity * Audio Design * Organic Assets / UV Unwrapping |
| External | ***Opportunities***   * Marketability of designs and art style * Teamwork | ***Threats***   * Part time work interrupting workflow |

|  |  |  |
| --- | --- | --- |
| **Joel** | Positive | Negative |
| Internal | ***Strengths***   * List some strengths   Programming  Audio | ***Weaknesses***   * List some weaknesses   Marketing experience  Unfamiliar with QA and play-testing best practices |
| External | ***Opportunities***   * List some opportunities   Keen interest in underserved markets  Attempts at unusual gameplay and design may lead to marketability/unique selling points | ***Threats***   * List some threats   Increased workload due to double study, minimal time to work on project |

|  |  |  |
| --- | --- | --- |
| **Jose** | Positive | Negative |
| Internal | ***Strengths***   * Team Player * Problem Solver * Patient * Dedicated * Collaborative * Diverse Game Knowledge | ***Weaknesses***   * Self-Critical * Competitive * Prone to procrastination |
| External | ***Opportunities***   * Ample working time * Diverse network | ***Threats***   * Competing commitments * Me time required * Poor time usage |

|  |  |  |
| --- | --- | --- |
| **Team** | Positive | Negative |
| Internal | ***Strengths***   * Accessible controls interface | ***Weaknesses***   * Significant potential to become over-scoped |
| External | ***Opportunities***   * There’s a gap in the market for a Lemmings-like | ***Threats***   * 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.

**A screenshot of a phone

Description automatically generated**

Link to Trello Page: <https://trello.com/b/iRmS0Jzj/freaky-isopods>

# Sprint Plan

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

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.