**(Game Title Here)**

Word Count:

Alexander McRoberts, Kyle O’Donnell

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# Game Outline:

To add: A game overview, summary, theme and to justify them

# Initial Team Roles:

To add: A list of each team member’s role along with justifications

Initially the team established consisted of three team members and the work was allocated as appropriate. Though it’s important to note that every team member will be doing some of everything anyway.

Alexander McRoberts: Documentation Lead + Team Leader

Kyle O’Donnell: Lead Programmer

Jordan Reilly: Lead Asset Creator

Justifications:

Kyle was assigned the lead programmer role primarily because he has either the most, or the second most amount of experience with the Unity engine which is what we’ll be using to make the game. In addition to this he already had some experience making platformers in Unity as seen when he provided the base of one during the second week.

Jordan was assigned the role of asset creator largely on request as he, apparently had a fair bit of modelling and animation experience.

Alexander received his primary role, the role of documentation lead, because of his prior experience making Game design documents in other circumstances whether for college or in his free time. In addition in was usually the highest rated work handed in when he submitted work in college suggesting he was better at documentation than other tasks like coding or animation. His secondary role was given to him more because of attendance than anything else as he’d been the most consistent member in by that point meaning he’d be around to interact with all of the members whether they’re in or not.

# Revised Team Roles:

Due to complications with certain team members, namely Jordan Reilly transferring to another course his role of asset creator had to be re-distributed amongst the two remaining team members. For the most part both Alexander and Kyle kept their previous assigned tasks but were given new work to do as well leading to the roles to be as follows.

Alexander McRoberts: Documentation Lead, Team Leader, Assed Creator (concept art and basic modelling)

Kyle O’Donnell: Lead Programmer, Asset Creator (modelling and animation)

Justification: The roles were established like this as, considering he was doing documentation anyway, making Alexander design the concept art seems sensible enough. He was given only basic modeling duties because of his inexperience with animation.

Kyle was left to also model and design some characters to tie into his programming work. This was deemed as reasonable because he seems more confident with animation and he’d have to do the rigging to match up with how he wants things to move in game anyway.

# Graphical Information:

To add: Concept art, models, information about the aesthetics, storyboards, asset list.

# Level Information:

To add: information about the game levels along with concept art.

# Gameplay:

To add: Information about the game, how it flows and other information such as AI.

# Story:

To add: Information about the game’s story

# Testing and QA:

To add: Information about how the game will be tested along with technical test plans and filled out tests.

# UI:

To Add: Information about the UI and any maps in the game.

# Milestones:

To add: A list of dates that tasks are to be completed by.

* First Project hand in: 14/11/2017
* Final project hand in 1/12/2017

# Requirements:

To add: A list of functional and non-functional requirements for the game.

Functional Requirements:

Non-Functional Requirements:

# Design Approach:

To add: Mention of the Design approach we’re using, why we picked it and what the alternatives were.

Before selecting the design approach we settled upon we examined several others though we discarded them for various reasons. Listed below are some of them.

Waterfall: the waterfall approach is a linear design approach that has the team go from one step from another in sequence without going back to any previous steps. The essential principles behind this were:

* Dividing the project into individual phases approached in sequence.
* Placing a major emphasis on points such as schedules, dates, and budgets and implementing the entire game at one time.
* Managing and extremely tight control over the project throughout its life using a large amount of documentation and formal reviews performed at the end of each stage.

The approaches strengths were as follows:

* It’s considered useful for less experience teams as it follows such a rigid straightforward schedule it’s hard to get lost.
* The extremely orderly manner in which the individual steps are performed, when combined with the frequent reviews can result in the developed software being of high quality.
* It’s easy to measure how the systems development is coming along.
* It also saves resources as everybody is following a strict schedule and knows what they’re doing.

As for the weaknesses it has:

* It is utterly inflexible and not particularly fast because of the slow step by step process and strict limitations on what could be done.
* The project rarely, if ever, moves back meaning that mistakes or changes can’t be easily fixed.
* It essentially needs everyone to know what they’re doing right at the start despite the fact that the client might not know what that is.
* It’s not uncommon to find mistakes, inconsistencies and unexpected problems when following this approach.
* The project can’t really be tested until its entirely complete meaning errors and problems (such as it not working as desired) may show up and to be pretty difficult to fix. It’s also difficult to adjust to life-cycle changes and thus advantageous changes may not be applied as a result.
* Crating the documents and keeping them up to date is taxing and time consuming and such in depth documents may be difficult for clients or even for certain team members to read or appreciate.

In the end while this makes the approach useful for tasks that have clear end goals and unchanging requirements for our task, a game with requirements that’ll likely change and that has no definite end goal it’s pretty useless. On top of this we’ll often need to go back to previous steps after completing some work such as updating the documentation with concept art or the UI section once those elements are designed and implemented so a linear design approach isn’t really applicable to our task.

# Resources:

To Add: List of software and hardware needed. Specifications of the needed hardware.

|  |  |
| --- | --- |
| Software | Price |
| Unity | Free (For this project anyway) |
| Microsoft Word | Already owned |
| Microsoft Powerpoint | Already owned |
| Autodesk Maya 2018 | Available for free for students |
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|  |  |

|  |  |
| --- | --- |
| Hardware | Price |
| Monitor | Owned already |
| Laptop | Owned already |
| Mouse | Owned already |
| Keyboard | Owned already |
| Graphics Tablet | Owned by 1 member already (no longer needed) |
| USB Memory Stick | Already Owned |
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# Work Done:

Week 2:

* The task and teams were established.
* Contact information was shared within the group.

Week 3:

* Kyle completed a very basic base to use for the game.
* Alexander created a github location for the project.
* Alexander created a base for the GDD.
* The group as a whole decided we’d be working on a 3D platformer.

Week 4:

* Jordan left the group to transfer to another course. This resulted in team roles being reallocated
* We had a talk about how to re-allocate team roles along with what kind of style we wanted the game to follow.
* Kyle improved the basic movement of the main character in the base made for the game.
* Alexander filled out the team roles section, some of the resources section, part of the milestones section and part of the design approach section within the Game Design Document.
* Alexander uploaded an unfinished GDD to github.

# Information Sources Used:

**Websites Accessed:**

New York Film Academy (2014) [Website] <https://www.nyfa.edu/student-resources/how-to-write-a-game-design-document/> [Accessed 26/09/2017]

TvTropes (2017) [Website] <http://tvtropes.org/pmwiki/pmwiki.php/Main/SugarApocalypse> [Accessed 15/03/2017]

**Documents Used:**

**Books Accessed:**