

GAM130 - Team 2 - Sprint 1 Plan

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1 Brief Overview

At the end of this Sprint we want to achieve the main goal of having a base prototype which will include such aspects like the movement and unit spawning which will allow us to have some base functionality to start testing to see how well the game plays. This will also allow us to start the combat aspect of the game in the following sprints too since movement is needed for the combat and is currently a blocker.

In terms of the modelling the expectation is to have a few models which are created and textured in the low poly format. Furthermore, we are also hoping to have a blockout character done by the end of this sprint so that our animator is fully able to utilise their role.

The concept art is also expected to start producing more concepts for the environment and characters and by the end of the sprint we should have a fair amount of concepts that the modellers should be able to use in the following/future sprints to allow us to start producing more models.

Design have planned to start greyboxing a variety of level backgrounds by the end of this sprint and the amount is expected to be about four. This will assist the modellers in creating their assets and placing them in the scene which should allow us to see our game slowly coming together which is our hope by the end of this sprint. A minor revision of the GDD in terms of programming is also needed just to clarify and double check some aspects to ensure that the programmers and designers are on the same page. The designers also intend to prioritise planning based on player experience which includes acting as if they are the player and planning what needs to be created depending on how relevant and how used it is. We are hoping this will ensure that everything that is important will be created first. A tutorial is also being planned by the designers at the moment too.

In terms of writing, the expectation by the next sprint is to have the character descriptions and Catopedia entries started, but not intended to be finished, or implemented into the engine as of this sprint as the tool for it is still currently in development.

For animation we expect some of the story boards research and development to be completed and the ideal number currently is four story boards completed.

Although we do not have an audio specialist the designers have taken on the role for it and for this sprint will be creating a list of potential sounds required in the game.

2 Tasks

2.1 Programming

- Pathfinding with Movement done
- End Turn with Movement Integration
- Catopedia Done
- Spawn Menu
- Spawning Units

2.2 Modelling

- Cat Blockout
- Scratching Post
- Cardboard Box Fort
- Chairs
- Weapons

2.3 Art

- Environment Concept Art
- One Character Concept Art

2.4 Design

- Four Grey Box Levels
- Revising Programming Part of the GDD
- Prioritisation by Planning Player Experience
- Particle Effects
- Tutorial Planning
- Paper Prototype Testing

2.5 Writing

- Character Descriptions
- Entries for Catopedia

2.6 Animation

- Story Board Research
- Four Story Boards Developed

2.7 Audio

- Sound List Creation