**Games Design and Development**

**Team Project & Group Dynamics Module**

***Submarine Mayhem***

Proposal, Technical Project

to be presented on  *presentation date*

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Project Supervisor(s): Project Supervisor’s Name or ‘Unknown’

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# **INTRODUction**

## **PURPOSE**

*The purpose of the project is to create a game in which you control a small submarine that is piloted though an underwater cave while fighting a number of enemy submarines. As you progress through the level, you unlock upgrades and better equipment for your submarine. The game fits the theme of “Start from nothing” as you initially have very little in the way of offence or defense, but steadily improve and become stronger as you progress.*

## **Background**

*The game could be considered to be a linear dungeon crawler, with the objective being to make it from the start to the finish while defeating enemies and gathering upgrades. The cave in which the game takes place will have turns, but will ultimately have one relatively clear path to the end, which differentiates this game from games of the dungeon crawler genre. Similar games that come to mind include Dead Cells, a 2017 game in which the player progresses through a series of levels in a similar manner, though the levels in Dead Cells are procedurally generated and maze-like.*

## **Needs STATEMENT**

*Provide a brief statement of the business or system needs, and state short-comings apparent in current organization/systems/products available in the marketplace which will be addressed by the project.*

## **scope**

## *In the project we aim to create a relatively straightforward game that remains engaging and fun for the player, without being overly complex. As such, we hope to create core features of the game that can support the gameplay on their own, without requiring a number of additional features to act as padding. As such, we have deemed several potential features to be beyond the scope of the project. These include multiplayer, as well as a level creator. After discussion, we believe that the potential benefit of these features, though they would be nice to have, is outweighed by the added complexity during development. The time spent developing these features could be better spent creating an engaging core game.*

## **Project Members**

*In a table provide information on the team members and their agreed roles within the project. The list should contain any information that properly identifies the person, their role within the project, how to reach them and what are their responsibilities.*

| **Team Member** | **Role** | **Contact Information** | **Responsibilities** |
| --- | --- | --- | --- |
| Luke Courtney |  | K00267879@student.lit.ie |  |
| Adam Sheedy |  | *K00266925*@student.lit.ie |  |
| Ishka Yao |  | @student.lit.ie |  |
| Cillian Murphy |  | @student.lit.ie |  |

*If this project is being developed for a client, outline in a new subheading confidentiality and copyright issues*

# **Proposed TECHNICAL APPROACH**

## **Requirements**

*Present the requirements as understood at this time. The requirements should consider user (features to be implemented) and system requirements. Include a high-level diagram such as a use case system diagram or block diagram to capture the situation being addressed if appropriate.*

## **game mechanics (GAMES pROJECTs onLY)**

*Outline the constructs of rules or methods designed for interaction with the game state, thus providing gameplay.*

## **prototype/storyboard**

*Provide screenshots of your prototype (built in Construct 2), or the storyboard- Games*

*Provide screenshots of your front -end (could use Figma) – Data Analytics & Cyber Security*

## **Architecture Design**

*Explain the technology to be used in the project. Describe hardware, software, or network components as relevant and as understood at this time. Draw a high-level architecture diagram to illustrate the proposed system components and the relationships between them. Outline any alternatives considered, and state your reasons for choosing these particular components*

## **Implementation**

*Outline which development methodology have you chosen to follow, and the reasons for the decision*

## **Quality Assurance Plan**

*Describe the potential risks related to the software quality. Outline how you intend to manage these risks.*

# **Expected Project Results**

List deliverables expected to be produced for the project

## **MEASURES of SUCCESS**

*Describe an assessment plan that will identify the success/suitability of the project. List a measure and an acceptable value range. A measure should also correspond to the stated objectives of the project, for example one of your objectives is a “highly responsive game”, you need to consider whether to use 30fps or 60fps, and a suitable measure of success would be 3/60th.*

# **project management**

## **DEVELOPMENT METHODOLOGY**

*Identify the development methodology to be used to deliver on the project – traditional/agile, justifying your choice.*

## **schedule**

*Attach a project plan (in Gantt chart format) for the project. Identify the major components/tasks/milestones that will need to be met, and the deadline date for the same.*

*Here, we are looking to see that you have thought through your project and have a handle of what will be involved in your project and are being realistic in allocating time to achieve this.*

*If you are choosing Agile development, the primary purpose of this methodology is to enable developers to react to changing requirements faster, and updating a Gantt chart will slow this process down. However you should still include a timeline that identifies any pre-sprint work, and includes deadlines/milestones dates. Sprints can be shown as ‘phase’ bar. You should however include your prioritized Feature Breakdown Structure.*

## **Budget**

*Unless there are budget considerations beyond using your own or department resources, enter “No budget required.” Otherwise include needed items.*

## **communication & collaboration plan**

*Provide a synopsis of your communication plan. How often will you meet? How will you delegate tasks to be completed? How will you share information? What collaboration tools will you use?*

# **References**