

Coffee-mania

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**Project overview**

Coffee-mania is a 3d endless runner. The game allows the players to earn real life rewards. There are two ways to earn the rewards;

1. Spend currency collect in the game to purchase discounts
2. Get a high enough score to earn a hefty discount or even free coffee.

The Team

Aiden: environmental artist and lead artist

Luke: Lead designer

Domenic: Character artist

Tarek: animator

Will: Lead programmer

Pascal:

**Confirmed Project**

The confirmed proposal was our game Coffee-mania. This game is was pitched as an endless runner that allows the player to earn real life rewards.

**Client feedback and response**

* Ideas to the game are too simple
* Don’t consider mobile, just do pc or mobile not both
* Define the art style more
  + Make it very clear what we’re looking at
* Hand painted doesn’t work with PPR
* Mobile building could be very challenging
* May be problematic to do a mobile game, art and programming will be affected

**Project schedule**

* 14th Oct: finish off all pre-production while getting the map generation working
* 30th Oct: all mechanics are in place, first pass of most assets are done.
* 4th Nov: first client meeting. We should hopefully be in alpha at this point
* 11th Nov: all art first pass art assets in the game, tweaking mechanics and the generation of items.
  + Basic menu screen and leaderboard system should eb implemented by now.
* 18th Nov: everything should be implemented, we start polishing the game
* 25th Nov: polishing
* 2nd Dec: final polishing and game is complete.

**Asset list**

Art assets

* Background img-**Mountains**
* Background img-**Desert**
* Foliage-**Mountain** x2
* Foliage-**Desert** x2
* Rock-**Mountain** x2
* Rock-**Desert** x2
* Ground plane-**Mountain**
* Ground plane-**Desert**
* Mountain-**Mountain**
* Hill-**Desert**
* Tree-**Mountain**
* Tree-**Desert**
* Bricks-**Mountains**
* Bricks-**Desert**
* Wooden plank x2
* Character assets

Scripts

* Map generation
* Movement (strafing, jumping, sliding etc)
* Item pickups (milk, barista knife, net, see GDD mechanics)
* Currency
* Leaderboards
* Screen/level manager

Sounds

* Chasing music (royalty free)
* Generic jumping sounds
* Coffee grinder sounds
* Character sounds (grunts when jumping)

Animations

* Character- running
* Character- collision
* Bad guy- run
* Bad guy- catch

**Budget summary**

$4,900 per artist

$5,440 per programmer

$5,120 for designer

* Team cost: $30,700
* Maya 2 months: $1,620
* Z brush 2 months: $240
* Substance indi license 2 months: $120
* Photoshop 2 months: $86
* Unity pro X6 2 months: $1500
* Programs/ tools: $3,566 (for 2 months)
* **Total: $34,266**

**Risk assessment.**

* **Potential money pit for the company**: There needs to be clear communication between the developers and the client so that this does not become a problem.
  + Risk severity: 2D(low)
* **Generation:** this is the bread and butter for the game, our programmers haven’t had much experience in this field. Getting the generation working as intended may take some time. We have the programmers working on this first.
  + Risk severity: 3C(medium)