Breaking Greg Pre-Production

Team Greg

# Tools

Hardware:

* Computers provided by AIE

Software:

* Unity 2020.3.5f1 - Game Engine/ Game Creation
* Maya 2020 - 3D Modeling
* Substance Painter 2020 - Texture Creation
* Visual Studio 2020 - Scripting in Unity
* Adobe Photoshop - 2D Art Creation
* Trello - Scheduling
* Microsoft Teams - Communication

# Team Members

|  |  |
| --- | --- |
| **Discipline** | **Roles/Responsibilities** |
| Design |  |
| Euan Wynne- Jones | Lead Producer, Designer, Scheduling, Game Design |
| Jared Threadgold | Designer, Sound & UI Engineer |
| Jackson Hole | Head Designer & Co- Vision holder, Systems design |
| Programming |  |
| Luke Stanbridge | AI Lead, Character controller, Animation Handler |
| Blade Page | Systems Engineer, Level Generation, Stat tracking, |
| Art |  |
| Heather Barnett | Lead Artist, 3D Artist |
| Luckas Mack | 3D Artist, Head Animator |
| Jasmine Wang | 3D Artist, 2D Artist (UI) |
| Flynn Eickhoff | Co- Vision holder, Asset Pipeline development, 3D Arist |

# Schedule

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| --- | --- | --- | --- |
| **DATES** | **DELIVERABLES** | | |
|  | **Design** | **Programming** | **Art** |
| **Sprint 1:**  **DUE DATE: 04/12/2022** | Game Design Documentation  Initial prototyping of systems  Camera position for Game Controller  Project scheduling/ Role assignment | Programming Documentation  Initial prototyping of character controller  Initial prototype of level generation | Art Bible / Documentation  Establishing Animation constraints  Creating Asset list and pipelines  Character model creation |
| **Sprint 2:**  **DUE DATE: 18/11/2022** | Low priority system design  sound sourcing  greybox level designs  UI Greybox | Implementation of character controller  Implementation of AI state machine  Hooking up back end systems to main game | Asset creation following pipelines  Animation creation |
| **Sprint 3:**  **DUE DATE: 02/12/2022** | Final level design in  Implementation of sounds to game objects  Scope evaluation & content cutting  Final submission preparation  Additional Documentation | Script clean up  Additional Systems  Bug testing & Fixing | Animation Clean up  Additional Asset creation  Achievement asset creation  Additional Documentation  2D Art Assets (UI) |