Earth Shard pre-production report

Version 1.0

# Analysis of brief

I have been tasked with creating a pc or mobile game that is to be centred around one or multiple elements of nature (being fire, water, wind or earth). The age rating for the game should be for ages 12 and above. The game can also include themes that are educational in either science or history but must be focus gameplay first as fun is a priority.

Suggested narrative ideas are right a wrong, change the future, gain a remedy or save humanity. But these are not requirements. The game can take on any genre as long as its suitable for the requirements.

Detailed development requirements state it should be produced using object-oriented development environment with direct programming. At least one 3D object is to be included. As well as audio. All assets also must be compliant with copyright laws.

The game must have a god mode or developer tools for easy testing and showcasing. There should also be a full GUI with a menu system that should include a main menu, credits screen, player HUD and an end screen. Developer logos should also be present somewhere in the game. The gameplay should also last around 10-15 minutes.

There is to be no content that could be regarded as offensive or that would be unsuitable for an age range of 12 and up.

# Project Aims

Aims specified in the brief

* Create a PC or Mobile game.
* Have elemental theme with one of, or multiple elements of nature (i.e. fire, water, wind or earth).
* Be suitable for age ranges of 12 and above.
* Be a fully functional game developed with direct programming in an object-orientated development environment.
* Include at least one 3D element.
* Include audio.
* Have a fully functional UI with main menu, credits and end screen.
* Include a HUD.
* Be branded with developer logos.
* Have a god mode or developer tools for fast showcasing and testing.
* 10 to 15 minutes’ worth of gameplay.
* Compliancy with copyright laws.
* Contain no inappropriate or offensive content.

Personal aims

* Produce a game that shows the capabilities of the skills I have developed over the course of the HNC and HND.

Game aims

* Create a first-person action/puzzle game

## Unit Aims

The aim of this unit is to show the range of skills I have developed over the past 2 years in this course. It will also be to prepare myself for further education within the games industry and future employment. This unit will also show my ability to work independently and apply a variety of skills and problem-solving techniques to a given project within a limited time scale.

## Personal Aims

I will create a project from the ground up using previous projects as a backbone. The project will use my problem-solving skills to develop unique gameplay features, create challenging encounters and puzzles for the game Earth Shard.

# Factors influencing project

One of the main influencing factors is the college itself as I will have to present with in the classroom while working on this project.

The brief specifies several requirements that will have impact on what the project will be including theme like the 4 elements. Scale of the game as it must include at least 10 to 15 minutes of gameplay. Age rating of the game as it must be suitable for 12 and above. And other features the game must include such as screens and HUD.

The software required to create this project is another factor that will influence its development and what can be made with it.

# Constraints and risks

One of the biggest constraints is the time scale of the project as we only have 12 weeks to create a complete project that showcases the best of our abilities. Risks involved with this could be scope creep or that delay or lengthen development time that could result in the end product no being

Risks: this is the biggest project I have worked on, and most features will need to be hand crafted due to tutorials not being available for what I want to add.

# Functional and non-functional requirements

# Development approach

Pc target platform

* Rejected approaches
* Development tools (platform and software)

# Asset acquisition