Earth Shard pre-production report

Version 1.0

# Analysis of brief

On canvas

* Create pc or mobile game
* Theme around 4 elements of nature, can focus on any of the elements
* Suitable for age range 12 and above
* Can but not required to contain themes that are educational about history or science non intrusively
* Game must be fully functional and use an oop dev environment
* Include AT LEAST 1 3D aspect
* Include audio
* Must have a UI with main menu, credit screen, gameplay hud and an end screen with win/lose conditions.
* Must be branded with game developer logos
* God mode and dev tools for showcasing
* 10-15 mins worth of gameplay
* No offensive content

personal

# Project Aims

# Factors influencing project

# Constraints and risks

# Functional and non-functional requirements

# Development approach

* Target platform
* Rejected approaches
* Development tools (platform and software)

# Asset acquisition