

LANDFALL

Pre-production report

A Game by
MALEVOLENT CROW





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2 INTRODUCTION – AARON FLEMING

The project proposal we went with for this project was Landfall. A 2D top-down survival horror shooter. This document will cover the scope, specifications and requirements needed to develop this game. It will also cover what roles and responsibilities the team members have. Time scales, testing strategies, communication strategies and the chosen approach will also be covered as well as rejected approaches.

3 TEAM ROLES AND RESPONSIBILITIES – AARON FLEMING

The roles assigned to the members of this project are as follows:

- Aaron Fleming – Project Lead and Lead Programmer
- Rudy Herron – Lead Artist
- Jordan MacKay – Lead Sound Designer

All Members will have hands in different aspects of the project, but these are the roles that will be the main focus of the members.

4 PROJECT SCOPE – RUDY HERRON

For Landfall the project scope is ambitious but hopefully achievable. This is both because of the features and ideas put forward for the project as well as the fact that we are a 3-person team. The idea is to make a 2.5D horror survival game where you have crash landed on a hostile planet with unknown threats lurking, with limited supply and ammo you must make your way through levels cautiously and strategically. We plan to make the game on unity which will save us time on the coding, specifically with collisions and physics. However the real issue is in the many mechanics we hope to add such as unlockable abilities like a dash, health, ammo and armour mechanics, audio logs that provide lore, various equippables, carry capacity, weapon storage, weapon mechanics that vary from each weapon (these being a pistol, shotgun and melee weapon), upgrades such as armour, dashes, camouflage and health upgrades, pickups for health and ammo, different ammo for each weapon and finally a variety of enemies that will act uniquely to each other. Other than that, we need sprites and animation for enemies, player actions, movement, projectiles, weapons and environmental sprites and effects as well as audio for ambience, music and SFX. With all of the features and work needing done we will need to really focus on the work and try hard but with a GitHub project set up as well as our project Gantt chart it shouldn't be too difficult to keep on track of the work needing done.

5 REQUIREMENT SPECIFICATION – JORDAN MACKAY

Since Landfall is a small game being developed by 3 people the minimum specifications are:

- Operating System: Windows 10
- Processor: intel Core i5-2300 or AMD FX-4350
- Memory: 4 GB RAM



- Graphics: NIVIDA GeForce GTS 450 (1GB) or AMD Radeon HD 6750 (1GB)
- Storage: 2 GB available Space

6 SUITABLE APPROACH – RUDY HERRON

For the project the team has decided to use an agile methodology to develop Landfall. We chose this as it allows for an iterative process that lets the features be developed consistently as well as allowing us to make sure that up to the standard set during the design stage. This also means we can go back and work on anything that needs changed when it needs changed.

7 DEVELOPMENT PROCESS – RUDY HERRON

For Landfall the process we have chosen for the project is to work on the game bit by bit. This means that we will make a prototype version of the game, first designing and making assets and code then putting them in to an early version of the game that won't be the full game but will have basic features and will be playable. This means we can test the features and if there's something that isn't working properly of the team decide to alter, we can find out and change it before moving on. We will then repeat this process throughout the project building on what we had in the previous iteration until we have our full functioning game.

8 MANAGEMENT RULES – AARON FLEMING

All documents will follow a consistent style that is present in this document.

Art and animation will follow a consistent style that will be designed by Rudy Herron. Art will be made by all members, but final designs will follow the style created by Rudy Herron.

Sound Design will be headed by Jordan MacKay who will make sure all sounds and music are of a consistent quality.

Aaron Fleming will head programming and make sure all code is well commented and laid out consistently so it can be used effectively within the development of the project.

9 COMMUNICATION STRATEGY – JORDAN MACKAY

To communicate with each other we will use the discord discuss development progress whenever we are not in class but when we are in class will discuss development on the game face to face, this is an easier approach because it will be easier to communicate with one another to fix any possible issues. For creating a Gantt Chart, we will be using GitHub to so all team members can access it for any research, the overview will also be included on GitHub for any possible reference during the game's development.



10 TESTING STRATEGY – JORDAN MACKAY

To record any testing results we will be using Black box and White box testing, when it comes to reporting issues, we will use GitHub where we can report an issue to the roadmap with a title and description to explain what is wrong with the aspect of the project. If the person assigned to fix it has solved the issue, they can mark it as complete on the roadmap but if they are working on something else, they can mark the issue as “work in progress” and come back to the task later.

We use Black box testing because that way we can test different aspects of the game one at a time, example: if the doors will open on their own if the player walks into them. For White box testing we examine the structure and code of the game to analyse the games components and ensure their proper functioning, any outcomes will be recorded on a test log explaining the test name, expected result, actual result and any comments.

11 RESOURCE REQUIREMENTS – RUDY HERRON

11.1 SOFTWARE

The required resources for this project are software such as:

- Unity
- Discord- for communication
- GitHub- for keeping track of the project/file sharing.
- Gantt project- for the chart
- Fmod- for sound design
- Smack Studio- for sprites and animation
- Word- for documentation

11.2 HARDWARE

For hardware we will be using the collage Pcs. This Pc specs are:

- CPU – 11th gen Intel(R) Core(TB) i9- 11900 @ 2.50GHz
- Memory – 64.0GB
- Storage – 2TB
- GPU – Intel(R) UHD Graphics 750/NVIDIA GeForce RTX 3070

12 MEDIA REQUIREMENTS – RUDY HERRON

12.1 SPRITES

Media requirements are sprites for:



- The player
- The weapons
- The enemies
- The environment

12.2 SOUNDS

Sound for:

- The player
- The weapons
- The enemies
- The environment/ambiance

12.3 ANIMATIONS

Animations for:

- The player
- The weapons
- The enemies

13 TIME SCALE – JORDAN MACKAY

The overall amount of time we have got to create Landfall is until June, but we will have set deadlines for different aspects of the game such as 2 logbook submissions being set for the 8th of March, a Game Design Document being set for the 19th of April, 2 more logbooks submissions being set for 23rd of May and Individual submissions being set for the 7th of June.

To reach these deadlines each of us would need to look ahead because of how many tasks we will need to do to get this project complete, looking at the future weeks and months would prepare us for what we need to complete so we can complete tasks at a steady pace instead of having all the tasks to do at once. Having meetings either in class or on discord and summarizing and reviewing everyday we work on a task would also benefit our progress on the project as we can talk about the different tasks, the work completed/started, progress on each task and discuss on how it will come together in the end.

14 REJECTED APPROACHES – JORDAN MACKAY

We discussed as a team and decided not to go with the waterfall method because we think it is too simple and annoying to work in a large-scale project. Other disadvantages are it



could delay testing aspects of the game until the project is complete which can increase the risk of more errors and bugs appearing and you can't get any feedback from the clients that have tested the game until the final project is complete.

15 GANTT CHART – AARON FLEMING

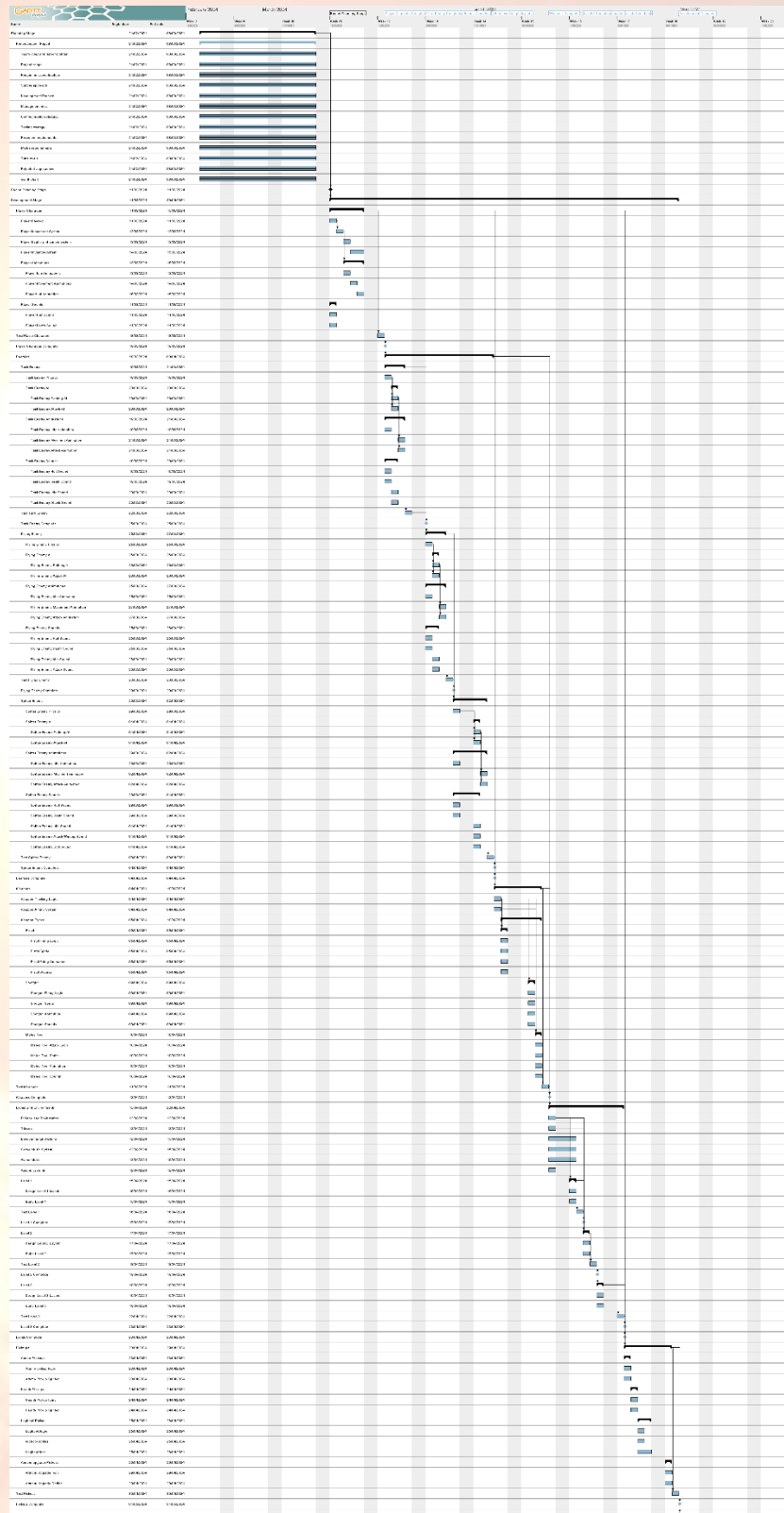


Figure 1: Gantt Chart

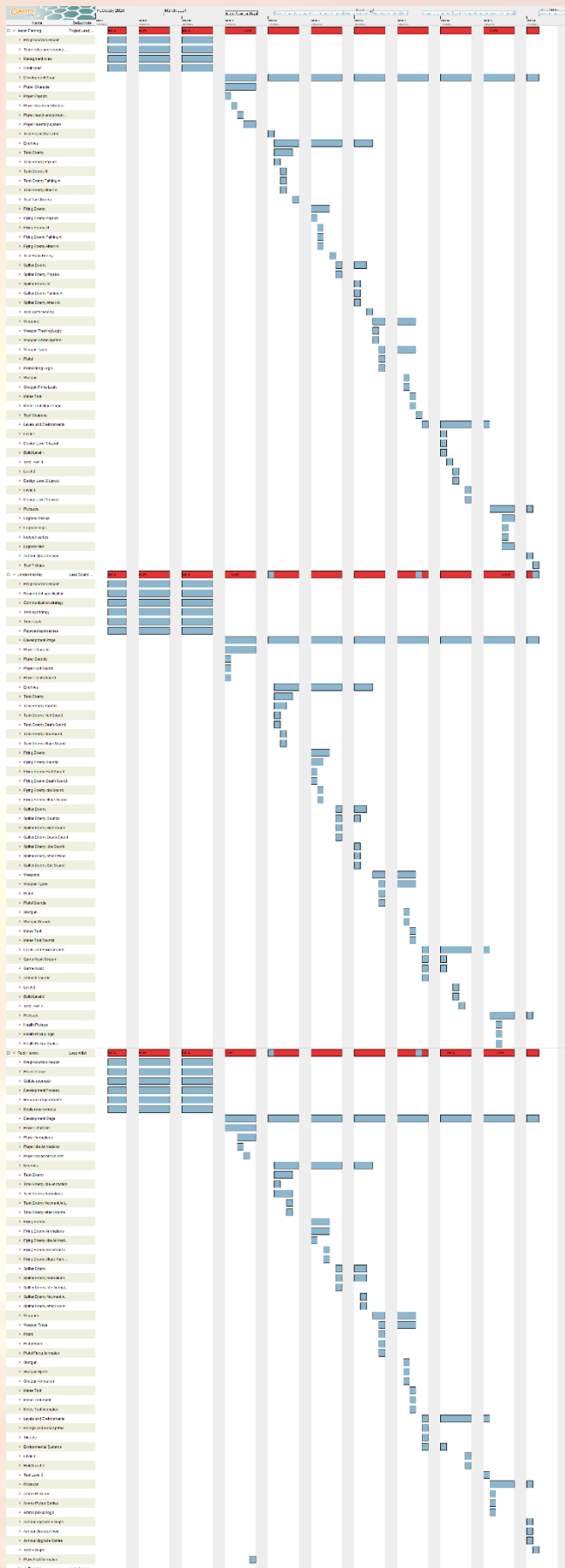


Figure 2: Gantt Chart Resources