

## **Worlds**

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# Development Requirements —

* **Development** — Visual Studio Code
* **Game Engine**— Unity 2022.3.11f1
* **2D/3D Software** — 3ds Max 2024, Photoshop 2023
* **Project Management** — Project management tools used.
* **Source Control** — GitHub - [link](https://github.com/Makaveli-wls/CIS5014)
* **Sound Software** — Audacity, BeepBox (Website)

Asset Specifications —

Supported file formats -

* .fbx
* .obj
* .max
* .jpg
* .png

Asset Polycounts -

* Total - 1,408 polys
* HousePhase1 – 41
* HousePhase2 - 472
* HousePhase3 - 507
* MarsGroundFlat - 32
* MarsGroundLowered - 16
* MarsGroundRaised - 16
* Character1 – 324

Image Width and Height -

* MarsGroundTexture – 500x500 pixels
* MoonGroundTexture – 500x500 pixels

Project Structure —

1. CIS5014 Folder
   1. Assets Folder
      1. 3Ds Max Assets Folder
      2. Exported Assets Folder
   2. Documentation
   3. Level Concept Art Folder
   4. Sound Effects Folder
   5. Worlds – Unity Folder
      1. Worlds Folder (Unity Project Folder)

# File Naming Convention —

For the file naming convention within this project, I used UpperCamelCase as this is the file convention that I use the most within my projects as well as the fact that it is easy to use, remember and easy to understand the name of the file.

Level / World Details —

World and Level are set out in a 3x3 grid for each part of the level and have the assets placed onto the grid. Files should not be more than 5MBs.

Asset List -

* HousePhase1.fbx
* HousePhase2.fbx
* HousePhase3.fbx
* MarsGroundFlat.fbx
* MarsGroundLowered.fbx
* MarsGroundRaised.fbx
* Character1.fbx

# Development Plan —

|  |  |  |  |
| --- | --- | --- | --- |
| Milestones | Date | Deliverable | Approval |
| Pre-Production End | 15/12/23 | TDD  Prototypes | Lead Designer |
| Milestone 1 | 01/01/24 | Design prototypes | Lead Designer |
| Milestone n | 01/02/24 | Level design concepts and character designs | Lead Level Designer and Asset Designer |
| Alpha | 15/04/24 | Character animations and first level designed | Lead designer and lead level designer |
| Beta | 15/06/24 | Finished characters and animations as well as multiple levels designed | Head of Design |
| Final | 30/07/24 | Finalised designs and levels | Executive producer |
| Pitch and Play | 01/08/24 |  | Executive producer |