

University of the Witwatersrand, Johannesburg
Game Design IIIB (WSOA3004A)

ROAD TRIP

A dark choice-based adventure game told from the perspective of a psychologically damaged 14-year-old girl.

Project Plan Document

Prototype 1 – Group 1

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Contents

1. Project Overview	2
2. Project Development Roles and Responsibilities	2
2.1. Devan Gray – Project Manager	2
2.2. Leia French – Lead Technical Programmer	2
2.3. Victoria Bench – Lead Artist.....	2
2.4. Marco Prinsloo – Sound and Composition Manager.....	2
2.5. Keaton De Jager – Lead Designer	3
3. Project Deadlines and Deliverables	3
4. Milestones.....	3
5. Project Schedule	4
6. Development hardware and software.....	5
6.1. Software Used	5
6.2. Hardware Used.....	5

1. PROJECT OVERVIEW

The aim of this project is to create a prototype of an envisioned narrative and decision-making video game, Road Trip. Alongside the prototype, a relevant game design documentation will be created to serve as the blueprint from which a game is to be built, as well as other relevant documentation from certain members of the team they see fit that will contribute to the project (such as Class Diagrams from code used). The prototype developed for the project will be an executable file that will be created in the game engine Unity Real-Time Development Platform (using version 2018.4.4f1 (64-bit)).

The team responsible for the creation and development of the project will be made up of 5 game design students that include a project manager, a technical programmer, an artist, a designer and a sound composition manager. Relevant work will be assigned to each member of the team according to their designated role. The project will require continuous engagement between all members of the team. The progress of the project will be monitored through milestones as well as daily check-ins with all members on all developmental elements of the prototype.

The project timeline will span the duration of 7 days, starting Monday the 22th of July with the submission of the project being on Monday the 29th of July.

2. PROJECT DEVELOPMENT ROLES AND RESPONSIBILITIES

2.1. *Devan Gray – Project Manager*

- Documenting processes
- Creation of technical documents
- Coordination of team members
- Creating and managing project deadlines

2.2. *Leia French – Lead Technical Programmer*

- Coordination of all code management
- Facilitates requirements for all game assets
- Implementation of all game assets into prototype
- Implementation of music and sounds into prototype

2.3. *Victoria Bench – Lead Artist*

- Creation of 3D game assets
- Choice of art style throughout the game
- Creation of animations

2.4. *Marco Prinsloo – Sound and Composition Manager*

- Music composition
- Atmosphere audio
- Environment audio
- Sound Effects
- Helping Artist with creation of assets and animation

2.5. Keaton De Jager – Lead Designer

- Creation of narrative and story
- Puzzle design
- Creation of Game Design Document
- Voice Acting

3. PROJECT DEADLINES AND DELIVERABLES

Task	Due Date	Members Involved
Creation of Project Plan Document	23 July (Tuesday)	Devan Gray
Initial Game Design Document Draft	23 July (Tuesday)	Keaton De Jager
Choice of art style for game	22/23 July (Monday/Tuesday)	Victoria Bench and Keaton De Jager
Choice of Narrative and Story aspects	24 July (Wednesday)	Keaton De Jager
Choice of gameplay style	24 July (Wednesday)	Keaton De Jager, Leia French and Victoria Bench
First basic playable version of Prototype	25 July (Thursday)	Devan Gray, Leia French and Victoria Bench
Creation of initial basic game assets	26 July (Friday)	Victoria Bench
Creation of initial script	26 July (Friday)	Keaton De Jager
Creation of initial basic gameplay	26 July (Friday)	Leia French
Creation of initial basic sound and music for game	26 July (Friday)	Marco Prinsloo
Integration of initial basic elements into prototype	26 July (Friday)	Leia French, Victoria Bench, Marco Prinsloo, Keaton De Jager
Playtesting of Prototype	26 July (Friday)	All members
Submission of final art and music assets	27 July (Saturday)	Victoria Bench and Marco Prinsloo
Submission of final script with voice lines	27 July (Saturday)	Keaton De Jager
Final Prototype Implementation	27 July (Saturday)	All members
Testing and Issue collection	27 July (Saturday)	All members
Improvements and Integration	28 July (Sunday)	All members
Minor Bug Fixing	28 July (Sunday)	Leia French
Class Diagram Documentation	28 July (Sunday)	Leia French and Devan Gray
Documentation Proof Reading	28 July (Sunday)	All members
Submission of Project	29 July (Monday)	Devan Gray

4. MILESTONES

23 July (Tuesday)

Research from members of team on types of art styles, gameplay, perspective and aim for the prototype game as well as the beginnings of planning for the prototype's setting.

24 July (Wednesday)

Planning from members on the choice of narrative (emphasis on the branching narrative storyline), general gameplay style of the game and target audience. Plans for what assets are needed from the artist as well as what assets can be used as place holders by the programmer. Plans for what music and sound is needed from sound and composition manager.

23 July (Thursday)

First playable version of the prototype to get a look and feel of the idea with basic assets and sounds serving as placeholders.

26 July (Friday)

Creation of initial elements of the prototype to start integration of said elements such as basic art assets, music, sound, script and gameplay from all members of the team. As well as playtesting of the first playable version of prototype with feedback.

27 July (Saturday)

Submission of final art, music, sound, script and voice line assets for prototype for programmer to integrate. Final integration of assets into prototype.

28 July (Sunday)

Improvements and integration of extra assets. Minor bug fixing of code from programmer if needed. Proof reading of final documentation.

29 July (Monday)

Submission of build of prototype and all documentation to WSOA3004_2019: Game Design IIIB (2019) Assignments via Sakai.

5. PROJECT SCHEDULE

Task Description	Duration (hours)	July							
		22	23	24	25	26	27	28	29
		Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	Monday
Research									
Types of art styles	1								
2D vs 3D	3								
Different perspective choices	2								
Aim of Game	3								
Planning									
Branching narative	2								
Types of assets	3								
Place holder assets	3								
Target Audience	1								
Implementation									
Creation of assets	20								
Creation of music	7								
Coding	24								
Controls creation	5								
Integration of parts	6								
Testing									
Self testing	5								
External testing	1								
Documentation and Paperwork	10								
Project Submission	<1								

6. DEVELOPMENT HARDWARE AND SOFTWARE

6.1. Software Used

Unity (Version 2018.4.4f1 (64-bit)) as the Game Engine for development

Unity has been chosen as the game engine used for the development of this project due to all group members being experienced in using the software.

GitHub

GitHub allows for easy integration and sharing between all members of the team. It also allows the team to assess what has been implemented and what hasn't at each stage of the project. GitHub also allows us to roll back to an earlier stage of the project, should anything go wrong.

SourceTree

The GUI application that the group will use to work with git to manage and handle the main repository used to produce this prototype.

Visual Studio Code

Visual studio code provides syntax highlighting, intelligent code completion both which will benefit our programmers in being more efficient. Visual studio code also assists in debugging and has embedded git integration.

Blender (Version 2.78)

Blender will be used for the creation of all 3D assets required for the prototype.

FL Studio

The Digital Audio Workstation software music production environment FL Studio will used for all music and sound creation.

6.2. Hardware Used

All members of the group will be using Dell Inspiron 15 7577 laptops for development with the following specifications:

- Intel 7th Generation Kabylake Core i7-7700HQ processors.
- 16GB of DDR4 RAM.
- 256GB ultra-fast SSD.
- 1TB hard drive.
- NVIDIA GeForce GTX 1060 6GB GDDR5 graphics cards.