

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



CELESTE CLONE

Project Plan



GROUP 6 - PROTOTYPE 2

Matthew Morris (709058)
Stash Gnomes (1532956)
Dominique Bothma (1589523)
Keaton De Jager (1636214)
Devan Gray (1615858)

AUGUST 5, 2019

Contents

PROJECT OVERVIEW	2
TECHNOLOGIES	2
PROJECT ROLES AND RESPONSIBILITIES	2
PROJECT DELIVERABLES	3
MILESTONES.....	3
RISK MANAGEMENT.....	4
Possible Risks.....	4
Scope Creep	4
How risks will be handled.....	4
Scope Creep	4
PROJECT SCHEDULE.....	5

PROJECT OVERVIEW

The objective of the project is to clone the 2d platformer Celeste. Celeste is a 2d platformer where the player plays as Madeline and is climbing a mountain. The game has over 100 levels, and many obstacles which the player must overcome with many mechanics. This scope is far to large for a prototype and so our team will be focusing on the mechanics and trying to create the same level as polish within the game. This focus was derived from the team consisting of 2 programmers and the programmers' eagerness to work on perfecting 2d platformer movement, of which celeste is the perfect candidate.

TECHNOLOGIES

- Unity
- Git
- Krita

PROJECT ROLES AND RESPONSIBILITIES

Matthew Morris

- Coordination of team member
- Project Plan
- Creating project deadlines
- Quality Assurance

Stash Gomes

- Aesthetic of the game
- Design documentation
- Quality Assurance
- Level design

Dominique Bothma

- Character assets
- Environment assets
- Animations

Keaton De Jager

- Lead Programmer
- Character movement
- Implement character assets

Devan Gray

- Environment interaction
- Camera movement
- Implement environment assets

PROJECT DELIVERABLES

Task	Due Date	Members Involved
Selection of Game	29 th of July (Monday)	All
Game Research	30 th of July (Tuesday)	All
Project Plan (initial draft)	31 st of July (Wednesday)	Matthew Morris
Game Design Document (initial draft)	31 st of July (Wednesday)	Stash Gomes
Character Assets	1 st of August (Thursday)	Dominique Bothma
Character Controller	2 nd of August (Friday)	Keaton De Jager
Environmental Elements Scripts	2 nd of August (Friday)	Devan Gray
Environmental Assets	2 nd of August (Friday)	Dominique Bothma
Intro and Main Menu	3 rd of August (Saturday)	Keaton De Jager
Particle Effects	3 rd of August (Saturday)	Matthew Morris, Keaton De Jager
Level Creation	3 rd of August (Saturday)	Stash Gomes
Initial Integration of Game	3 rd of August (Saturday)	Stash Gomes, Keaton De Jager, Devan Gray
Game Design Document – Final Draft	4 th of August (Sunday)	Stash Gomes
Project Plan – Final Draft	4 th of August (Sunday)	Matthew Morris
Submission	4 th of August (Sunday)	Matthew Morris

MILESTONES

Monday – The initial part of the project is to determine which game the team will clone. This decision involves all team members and is decided around the team’s composition.

Tuesday – Research of game and selection of scope of the clone. All members are tasked with researching the game and providing feedback during a team meeting. During this meeting the designer uses all the relevant information to provide the scope and design of the project.

Thursday – Thursday sees the completion of the characters assets. The designer is responsible for ensuring the artists work align with the design they have chosen. These assets also solidify the aesthetic of the game and help with understanding of how environmental assets will look.

Friday – All core mechanics are complete. The game now has playable scenes, where the designer and project manager can test and assure quality. Since the scope of this project is focused on the mechanics of celeste this milestone is very important with respect to deliverables of the project.

Saturday – The game is integrated and build testing can be performed.

Sunday – Documents of the project are completed in their final draft and the project is submitted.

RISK MANAGEMENT

Possible Risks:

- **Scope Creep**

Celeste is a complex game which features highly polished mechanics. Since cloning the mechanics is our projects focus, its easy for the team to deviate from the mechanics after they are implemented but aren't at the correct level of polish. The first 80% of the work takes 20% of the time, the last 20% of the work takes 80% of the time.

The team needs to focus on perfecting the control of the character. And now having multiple obstacles for the player to avoid.

How risks will be handled:

- **Scope Creep**

The team has been given tasks with priority. The project manager and designer will test and perform quality control when tasks are completed specifically with a focus towards mechanics and so tasks relating to the programmers.

Project manager has clear definition of the initial scope and constantly monitors that state of the project, making sure additions to the game are not before the initial milestones have been met.

PROJECT SCHEDULE

Task	July			August				
	29	30	31	1	2	3	4	5
	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	Monday
Research								
Game to clone								
Mechanics of the game								
Planning								
Scope								
Project Plan								
Design Document								
Assets								
Mechanics								
Implementation								
Asset creation								
Coding								
Sound effects								
Level design								
Integration of parts								
Testing								
Self testing								
External testing								
Project Submission								

Figure 1 - Gantt Chart of project schedule