

University of the Witwatersrand, Johannesburg

Game Design IIIB (WSOA3004A)

celeste clone

Project Plan



August 5, 2019

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**Group 6 - Prototype 2**

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

Figure 1 - Gantt Chart of project schedule