WSOA3004

Group 6 Prototype 1

Project Plan

29 July 2019

# **Project Overview**

The aim of the project is to develop an educational game which familiarizes kids with using a computer, specifically typing on a keyboard as well as improving their vocabulary of the English language. The project requires continuous feedback and iteration, from play testing in order to successfully reach the deliverables.

The projects deliverables are a project plan, a game design document as well as the Unity build of the product. The projects of the project will be monitored through agreed upon deadlines between team members and the project manager.

The following resources will be used to develop the project, a project manager, a designed, a programmer, two artists and laptops running windows, unity and krita.

# **Resource Materials**

* Unity documentation

# **Project Members and Roles**

* **Matthew Morris** – Project Manager
* **Leoake Nkakala** - Designer
* **Alexandros Flerianos** - Programmer
* **Dhannya Mathew** – Visual Artist
* **Talitha James** - Visual Artist

# **Design Process Model**

Eye Spy – Cloud Edition, follows an agile development lifecycle. Where development of the game is an iterative process. Since the game is small and will be developed within one week, the project is designed for development of the game in its entirety within the first iteration, with subsequent iterations being minor changes and tweaks to ensure that the resulting product aligns with the projects goal.

The iteration process is as follows:

**Requirements** – Define the requirements of each individual and the tasks they will need to perform for the game to be developed. These tasks and requirements are created around the designer and their idea of the game.

**Development** – each member of the team performs each of their tasks within the agreed upon time, resulting in a collaborative effort and combining to create the complete product.

**Testing and Feedback** – Once the development is complete. The game is then play tested (preferably by the target audience. If needed, new requirements are created from the feedback resulting in a continuous cycle of design, development and test, until the project is satisfactory.

# **Project Deliverables**

|  |  |
| --- | --- |
| **Matthew Morris** |  |
| **To Do** | **Due** |
| make sure everyone is on track | Daily check in |
| Make project plan | Thursday |
| Make game design document | Friday |
| Make game over screen | Thursday |
| Make how to play | Friday |
| Quality Assurance | Friday |

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| **Leoake Nkakala** |  |
| **To Do** | **Due** |
| **Music and sounds** |  |
| Background music for menus and game over. | Thursday |
| Button clicks | Thursday |
| Getting it right | Thursday |
| Getting it wrong | Thursday |
| Background music during gameplay | Thursday |
| Game over sound | Thursday |
| Car sound | Thursday |
| Quality Assurance | Friday |

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| **Dhannya Mathew** |  |
| **To Do** | **Due** |
| **Art assets** |  |
| Road | Thursday |
| Car | Thursday |
| Sun and daylight background | Thursday |
| Moon and night background | Thursday |
| Main menu background | Thursday |
| **Alexandros Flerianos** |  |
| **To Do** | **Due** |
| **Programming** |  |
| Background and road moving across screen | Thursday |
| Clouds moving across screen | Thursday |
| Player input in form of characters | Thursday |

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| **Talitha James** |  |
| **To Do** | **Due** |
| 9 clouds (Animals) | Thursday |

# **Time and group management chart**

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Activity** | **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** | **Sunday** |
| **Design and Planning** |  |  |  |  |  |  |  |
| Brainstorming game |  |  |  |  |  |  |  |
| Task creation and delegation |  |  |  |  |  |  |  |
| Minor design adjustments |  |  |  |  |  |  |  |
| **Development** |  |  |  |  |  |  |  |
| Art Assets |  |  |  |  |  |  |  |
| Sounds and music |  |  |  |  |  |  |  |
| Core game |  |  |  |  |  |  |  |
| Menus |  |  |  |  |  |  |  |
| Compiling game |  |  |  |  |  |  |  |
| Tweaks and fixes |  |  |  |  |  |  |  |
| **Testing and Quality Assurance** |  |  |  |  |  |  |  |
| Play test |  |  |  |  |  |  |  |
| Build test |  |  |  |  |  |  |  |

# **Testing and Quality Assurance**

To ensure quality, both the project manager and designer will test the game after each iteration, to ensure the game is true to the original design and is within the vision of the designer. If this is the case the game will also be play tested by third parties, where data and feedback will be collected.