Product description

We are creating a web based platformer game.

The web site contains a homepage where the game is located and can be played directly in the browser, a comments page (chat), an about the project page and a page with leaderboards.

The game is a 2D-platformer, where friends and foes alike have a battle to the death, with cute animals infected with horrible viruses. Each match will generate statistics that will be used on the leaderboards-page on the web.

Project overview

Purpose of the project - Get a passed grade in the course and learn python, Flask and more about web development. Learn how to use the Unity-game engine. Learn the basics in working in bigger projects.

Scope of the project - Players will be able to play a fun game with their friend or nemesis to pass the time.

On the website the user will get the opportunity to read more about the game and the characters in it. Statistics from each match can be saved and displayed on the website with the name the user chooses, similar to arcade machines.

It will not be possible to download the game from the website or to have a profile for statistics.

Objectives of the project - to make a playable game for at least two players available on a website.

# Target audience

Our target audience is people who wants to play a simple and enjoyable game for an hour or two, simply to kill some time.

# Crew

The team will consist of two information architects, Malin and Lisen, who will create the website, and two game developers, Joakim and Alexander, who will create the game.

## Responsibilities

One game developer, Joakim, will draw the art, with design input from the whole team. The information architects will create the web site.

# Risk analysis

# Risk: Learning new Software (Unity/ Flask) is an early risk factor as it requires the team to work with programs that they lack experience of.

# Countermeasure: a combination of teacher guidance and self tuition with online guides/youtube guides to learn how to interact with the new software.

* >Risk:  Inexperience with new code, working methods, and new things in general.
  + Countermeasure: Working together with the team to overcome new things and gain insight as well as knowledge in new fields of study.
* Risk:.Technical difficulties, such as hardware failure, software failure, loss of files etc.
  + Countermeasure: Store all files and backups on multiple computers, or on a cloud server that every member of the team have access to.

## Planning

Week one

Brainstorm about what game we want to do and what the website should look like and also what content there should be on every page. Came up with a theme for the game, did some sketch on the website and game, defined the idea and wrote a first edition of a requirement specification. We decided to use Unity to develop the game. We tested some other games, what was good and what was bad about them. We also looked at other websites for inspiration.

According to the first plan, we would also do interviews but we found that it was difficult since we have no clear vision of the project yet.

### Week two

Worked on a second edition of the requirement specification. We decided that we should work with the framework Flask to python, because we feel that it is manageable to learn within the time we have.

We created a small flow chart for the website.

We also created a game prototype to test some gameplay and how to work with Unity.

Kristina still have not told us what we should do. Dimitris has said that we should plan a week at a time.

### Week three

Learn Flask and Unity. Do a wireframe for the website and then start building website and a game prototype for early testing.