Humorous Overkill

Production Schedule

# Software List

## Overlapping software

Microsoft Word (Documentation)

Unity 5.5.1f1 (Game Engine)

## Design

Paint (Simple Drawing tool)

## Art

Maya (Modelling and Animation Tool)

Photoshop (Drawing tool)

xNormal (Normal, Ambient occlusion, Displacement Map generator tool)

## Programming

Visual Studio 2015 (Scripting software)

Monodeveloper (Scripting software)

## Tools of Collaboration

Trello (Task Card management tool)

Discord (Online chat system)

Google Docs (Online collaborative documentation software)

Github (Version control)

# Key Milestones

## Alpha Milestone Week 3

All Art assets created (unpolished/polished)

All Design sounds created

CupcaDrone AI to be finished

All managers implemented (Except enemy manager)

Unicorn Beam weapon implemented

Significant portion of level greyboxed

New features to be documented and current features to adapt to 2nd week curveball

Player Ammo mechanics implemented

## Beta Milestone Week 4

Art assets to be polished and any previously unimplemented Art assets to be implemented

All Sound effects are implemented (Not voiceovers)

Player character to be fully implemented

Doughnut AI to be finished

All game managers implemented

Level to be completely greyboxed and coloured

## Complete Release Week 6

All Design, Art and Programming assets to be fully implemented and polished ready for release

Voiceovers implemented

# Production Costs

Time Allocations – 20 hours minimal payed time, unpaid overtime

Design - Marcus 20hr/w  
Design - Amy 20hr/w

Programming - Andrew 20hr/w  
Programming - Mitchell 20hr/w

Programming - Francisco 20hr/w  
Programming - Zack 20hr/w

Art - Ian 20hr/w  
Art - Jardene 20hr/w

Art - Dan 20hr/w  
Art - Kathryn 20hr/w

Art - Rohan 20hr/w

2 Designers, 20 hours a week each, hourly pay of $33.50 costs $1340 weekly

5 Artists, 20 hours a week each, hourly pay of $30.00 costs $3000 weekly

4 Programmers, 20 hours a week each, hourly pay of $30.00 costs $2400 weekly

## Pre-production costs (2 weeks)

Designers cost $2680

Artists cost $6000

Programmers cost $4800

## Production costs (6 weeks)

Designers cost $8040

Artists cost $18,000

Programmers cost $14,400

## Totals

Total project Designer costs is $10,720

Total project Artist costs is $24,000

Total project Programmer costs is $19,200

Total Entire Project costs is $53,920

# Programmer asset cost breakdown

Cupadrone AI: $1200

DonutDestroyUs AI: $1200

Player manager: $1200

Game manager: $1200

Special Stuff: $1200 ~ $2400

UI manager: $1200

Pickups: $600

Enemy manager: $1200

Game UI: $600

Beam weapon mechanics: $1800

Raycasts: $100

Ammo system: $200

Shotgun weapon mechanics: $600

Polishing: $2400

Asset List

(Humorous Overkill Trello Link https://trello.com/b/GUtcuzUX/humorous-overkill)

## Player Character

Character’s Arms and Hands

# Weapon

**Unicorn 5Eva**

**Rainbow Beam**

**Confetti Pellets**

# Pick-ups

Confetti shotgun ammo box (Party popper)

Rainbow beam ammo box (Ice-cream container)

Health Pack (Cookie Box)

# Enemies

**Dought-not Destroyuz**

**Doughnut Projectile**

**Cupcake Drone**

**Cupcake Drone Projectile**

# Environment

**Floor segments**

**Wall segments**

**Roof segments**

Crates

Raised Platform segments

Raised Platform ramp

Pillar/Column

Ammo Dispenser

Hacked Decals

Force field barrier (Door)

# HUD

**Health Bar**

**Ammo counter (Ammo in magazine + Total ammo)**

Thumbnails/2D Avatars (Little Girl)

Kindergarten Font

# Sounds

Ambient Music

Doughnut Destroyuz firing

Doughnut Destroyuz movement

Doughnut Destroyuz deploying

Cupcadrone firing

Drone blowing up

Unicorn 5Eva Shotgun reloading

Unicorn 5Eva Shotgun firing

Unicorn 5Eva Beam Firing

Unicorn 5Eva Unicorn Deflating

Unicorn 5Eva Unicorn Inflating sound (Can be reversed Deflating sound)

Little girl voiceover

Obtaining health pick-up sound

Obtaining ammo shotgun pick-up sound

Obtaining ammo beam pick-up sound

Force field barrier (Hum)

Force field barrier disappearing

Force field barrier reappearing (can be reversed disappearing)

Ammo Dispenser dispensing ammo

# Menus

**Main Menu (Start button**, Leader board button, Options button, **Exit button**, Background, Title)

Pause Menu (Resume button, Exit button*, Options button?)*

Game over menu (Respawn/Retry button, Exit button, giant Game Over/ You died text)

End screen (Leader board button, Display Player score)

High score screen (Exit to Main menu button, Leader board display)

# Scripts

**Player Manager**

**Game Manager**

**Enemy Manager**

**UI Manager**

**Game Event Listener**

**Player Controller**

**Cupcadrone controller/ Doughnut controller**

**Weapon controller**

**Weapon script**

**Pickup script**

## Art Work Schedule

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| NAME | WEEK 1 | WEEK 2 | WEEK 3 | WEEK 4 | WEEK 5 | WEEK 6 |
| Ian | Cupcake drone, | Textures\*, animation | Polish textures | Polish | Lighting | Polish |
| Jardene | Unicorn plush | Textures\* for model, rigging | Polish textures, animate | Polish | Lighting | Polish |
| Dan | HUD, decals, donut, laser texture + model | Textures\*, HUD, animations, menus, barriers | Polish animations and textures | Polish | Lighting | Polish |
| Kathryn | Modular pieces (wall, floor, pillars, ceiling), crates, cookie health pack. | Textures\* (inc variants), rig hands | Polish rigs | Polish | Lighting | Polish |
| Rohan | Ammo (popper and tub), thrusters, hands | Textures\*, hands animations | Polish textures and animations | Polish | Lighting | Polish |

## Programmer Work Schedule

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| NAME | WEEK 1 | WEEK 2 | WEEK 3 | WEEK 4 | WEEK 5 | WEEK 6 |
| Andrew | Cupadrone AI | Cupadrone AI | Doughnut AI | Doughnut AI | Polishing / fixing unexpected problems | Polishing |
| Mitchell | Player manager / Game manager | Player manager / Game manager | Player mechanics / movement/ Additional features | Player mechanics / movement/ Additional features | Polishing/ Additional features | Polishing/ Additional features |
| Francisco | UI manager / pickups | UI manager / Enemy manager | Enemy manager | Enemy Manager | Game UI/Polishing | Polishing |
| Zack | Beam weapon mechanics/Raycasts | Finish beam weapon mechanics / beam ammo | Default Weapon/ Ammo/Additional features | Health Mechanics/Combining/ Additional features | Combining/Polishing/ Additional features | Polish/ Additional features |

## Design Work Schedule

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| NAME | WEEK 1 | WEEK 2 | WEEK 3 | WEEK 4 | WEEK 5 | WEEK 6 |
| Marcus | Sounds for Weapons, Ambient Music, Enemy sounds | Balancing and tweaking, Greyboxing 2nd half level + Documenting New features | Continue Greyboxing the 2nd half | Testing and greyboxing 1st half | Implementing voiceovers | Testing 1st half |
| Amy | Scripts and Voice acting for Sergeant and Little Girl | Balancing and tweaking, Greyboxing 2nd half level + Documenting New features | Continue Greyboxing the 2nd half | Testing and greyboxing 1st half | Implementing voiceovers | Testing 1st half |
| **Producer** Monitoring and Adjusting Schedule | | | | | |