

## COMP 277: Game Design

Instructor: Professor Sheldon Schiffer (pronouns he/him/his)

### Project Management Worksheet

The form that follows is intended to help students plan their production programming and development time by creating a structured schedule. This is also an exercise in project management that all game designers/developers must master if they are to work commercially in this industry. The worksheet below is a much simpler task schedule than what one finds in the working world. But, the major project milestones are listed here for developing a prototype. This assumes that all art, including temporary art, has already been delivered for developers to begin programming in the game engine.

### Instructions

Review your personal schedules. Consult with your game design team partners. Then sit down and commit to dividing the tasks by member name (see far LHS column) and by date. A bold X should be placed in the column when a task should be completed. The challenge is that for most of you, it is unknown how long it will take you to complete a given task. Rule of thumb: Accomplish the task to its minimum functionality. Do not go into more detail and precision than necessary. Get as much of the interactive system working as quickly as possible. During the last week leading up to May 5, 2022, which is Demonstration Day, you will circle back and improve the necessary components if possible.

### Submission

Submit the worksheet using the following file naming convention.

<OxyRegisteredLastName>\_PM\_worksheet.PDF

Moodle makes the grader download the file. Without a name on your file, it's easy to lose track of which student the file belongs to.

## COMP 277: Game Design

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### Game Project Management Worksheet Form

Student Name(s):	Jessica Li, Nate Steckel	Due Date:	4/10/2022
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Complete the worksheet shortly after the meeting with the instructor. Submit form with the planned schedule below by the date above. All design team members must submit a copy.

List and name <u>essential</u> game levels
Level One: Introduces controls (run/jump/interact) and collectibles. Ideally would also include a simple puzzle.
Level Two: Introduces a more complex puzzle, and hidden/unclear level objectives and clear requirements.
(Each level might introduce a new enemy type, however this is not a priority. Collecting things and puzzles are the primary things to focus on.)

List and name <u>essential</u> gameplay mechanics (check the list of categories)
<ul style="list-style-type: none"><li>• Movement (running and jumping)</li><li>• Item collection (juice boxes and DNA)</li><li>• Environmental interaction (moving physical props, inputting data sequences, etc.)</li></ul>

List and name essential assets (3d/2d models and sounds)
<ul style="list-style-type: none"><li>• 3D Models:<ul style="list-style-type: none"><li>◦ Fish character (player avatar)</li><li>◦ Collectibles (two types)</li><li>◦ Environmental props: (abc)</li><li>◦ Enemies (?)</li></ul></li><li>• Sounds:<ul style="list-style-type: none"><li>◦ Item collection</li><li>◦ Running out of time warning sfx</li><li>◦ puzzle object interaction sound</li></ul></li></ul>

- Death sound
- Victory sound
- Background music

List and name all states of interactive objects (FSM and CFG states)

- Player:
  - Is alive / is dead
  - Is airborne / is grounded
- Collectibles:
  - Are collectible / were collected
- Signs:
  - Unread / read
  - In range / out of range
- Puzzles:
  - Solved / unsolved
  - In progress / not started / completed

Review game map. List and name locations of anticipated intensive interaction.

- Level 1:
  - Signposts (entrance and exit of level, should trigger tutorial dialog)
  - Bed (character has to climb/jump up onto a bed, finds some collectibles needed to exit level)
- Level 2:
  - Signposts
  - Two rooms, the bedroom + the bathroom
  - Props are mainly located in drawers, the basin, the wall, and the mirror.

Review probable game progression as elapsed time. List and name interactive events.

- Level 1:
  - Enter level, walk to and read the first sign, which explains game controls
  - Find first collectible
  - Read sign explaining what the two kinds of collectibles are, and why they are needed to finish the level
  - Find remaining collectibles
  - Locate level exit and move to level 2
- Level 2:

- 1. By turning on the TV, the player will see slides of codes-meaning mapping tables on the screen.
- 2. (Bathroom) Two pieces of broken parts, part\_a & part\_b, that needed to be put together to unlock key\_A.
  - 1.1 part\_a is hidden in a shampoo bottle behind a mirror cabinet.
  - 1.2 part\_b is hidden amid a roll of toilet paper that sits on the bathroom window seal.
  - 1.3 Putting part\_a and part\_b together forms a complete part named part\_c.
  - 1.4 part\_c has a symbol of a hint that needs to be decoded. Decode it with the mapping table found in step 1. The hint says 'wash it'.
  - 1.5 Washing part\_c in the basin or in the bath turns part\_c into key\_A.
- 3. Use key\_A to unlock the mirror in the bedroom to get key\_B.
  - 2.1 The mirror shows a digital maze given key\_A.
  - 2.2 Solving the maze gives key\_B.
- 4. Using key\_B to unlock the drawer of the bed table.
  - 3.1 a box with a code lock that requires a set of numbers from 3.2
  - 3.2 UV pen is hidden in a cup on the basin in the bathroom
    - 3.2.1 use the UV pen to scan the wall to find the set of numbers
  - 3.3 unlock the box with the numbers and get a long stick
- 5. Dirt on the TV table that hides a message.
  - 4.1 use the towel in the bathroom to clean the dirt and see the message. The message hints 'the toilet is the exit'
  - 4.2 use the long stick to flush itself to escape

## Instructions Restated

Review your personal schedule. Consult with your game design partners. In collaboration with your partners, commit to a task deadline by putting an **X** in the date column on the line with the corresponding task. When you actually complete a task, report the date on the LHS column "Actual Date." Any incomplete tasks must be copy-pasted to the subsequent week. Add tasks you think are missing at the bottom.

[illegible]

Production Week 2: Programming Animation									
Member Name	Actual Date	Task	4/17	4/18	4/19	4/20	4/21	4/22	4/23
Nate		2d/3d: Program mobility of player		X					
		2d/3d: Program camera behavior (dolly track, 3rd person follow, FPS)							
		2d/3d: Position and program animated and interactive obstacles and attractions (non-weapon props)							
Nate(?)		2d/3d: Position and program NPC animations	X						

Production Week 3: Programming Props, Weapons									
Member Name	Actual Date	Task	4/24	4/25	4/26	4/27	4/28	4/29	4/30
		2d/3d: Program weapons interaction							

		2d/3d: Program vehicles interaction							
		2d/3d: Program scoring (use HUD)							
		2d/3d: Program connection/access to advanced levels							
Nate		2d/3d: Program interactive audio	X						
		2d/3d: Program non-interactive audio							

Production Week 4									
Member Name	Actual Date	Task	5/1	5/2	5/3	5/4	5/5		
Nate		2d/3d: Final fixes of art	X						
		2d/3d: Test and debug scoring							
		2d/3d: Test and debug props/weapons							
Nate		2d/3d: Test and debug NPC behavior			X				
		2d/3d: Test and debug audio							
		DEMONSTRATION DAY					X		

[illegible]