

# Dino Run and Galaxy Dash

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Team: Honeydew

# Team Structure: Names and Roles

Director - Noah

Producer - Diana

Art Lead - Octavio

Design Lead - Nick

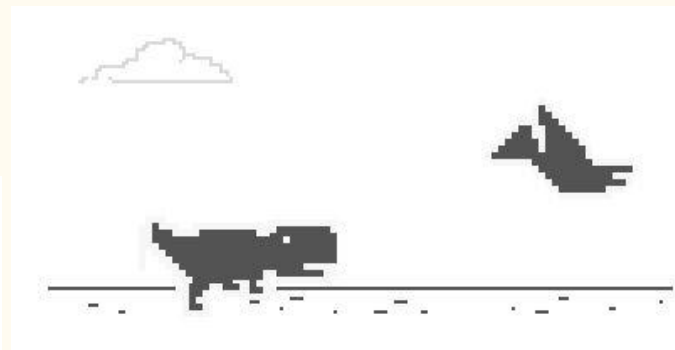
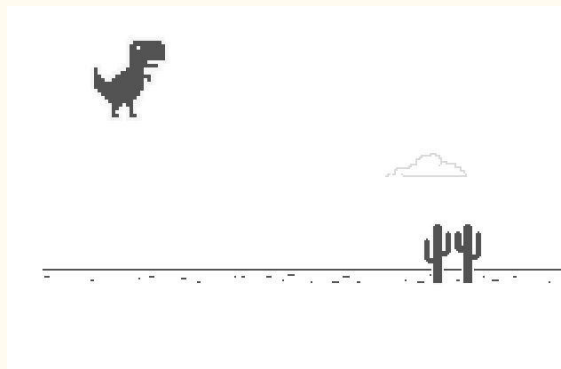
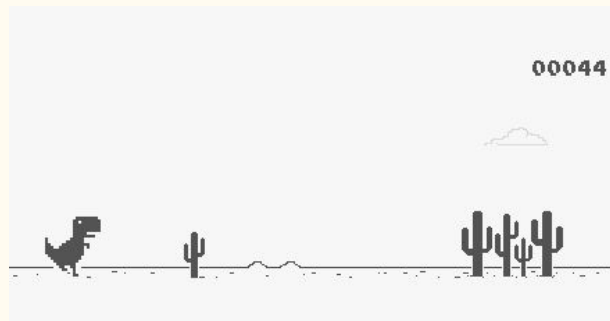
Sound Lead - Tom

Tech Lead - Josh

# High Concept

Dino Run is a simplistic infinite runner set in a desert setting, the player or the dinosaur, is trying to run for as long as possible without running to any of the obstacles, which includes various different cacti and pterodactyl. The farther the player runs, the higher their score, so the overall objective is to beat your high score by getting as far as possible in the level.

# Reference



# Design And Features

- Keyboard for input
- You control a dinosaur
- Up and down movement with spacebar and/or arrow keys
- Cacti and Pterodactyls used as obstacles

# Engine And Features

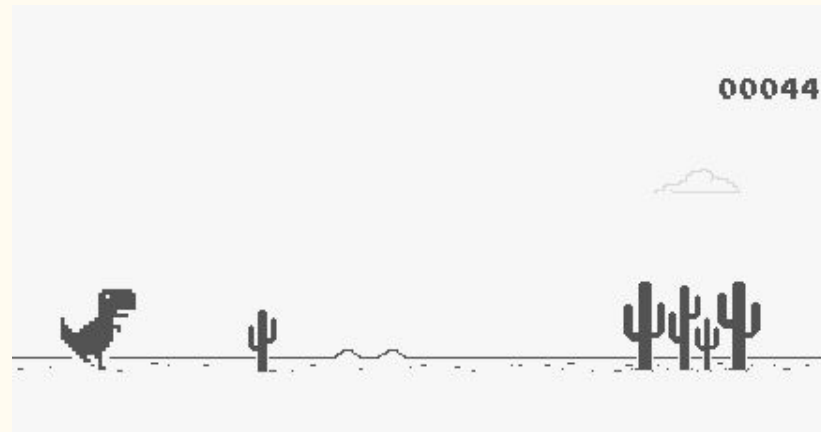
## Unity

- Game development engine
- Basic Physics, Colliders, Animation tools, etc.
- Uses Visual Studio

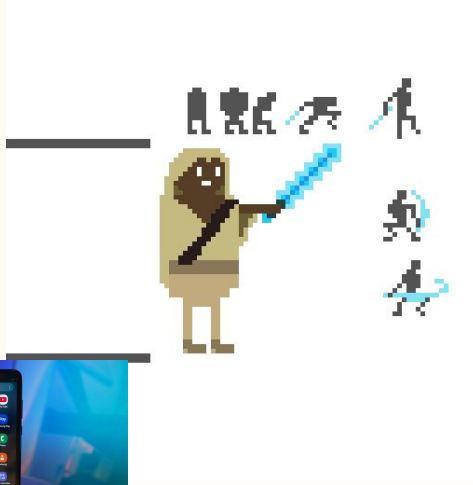


# Art - Master Copy

- Style - Pixel art
  - Using Piskel
- Shapes
  - Pixelated, simple, easy to understand
- Colors
  - Black and white, no other additional colors
- Sizes
  - Each sprite will be 102 by 104 pixels



# Art Asset Research Plus Content





# Audio - Music and Sound

## Master Copy

- Total of 4 sound effects
  - 1 day of work

## Plus Content:

- Background music
  - 2 days of work
- More sound effects
  - 1 day of work

# Main Schedule

| Milestones       | General Schedule                    |   |
|------------------|-------------------------------------|---|
| Pitch            | <input checked="" type="checkbox"/> | Met up with group   |
|                  | <input checked="" type="checkbox"/> | Spent time figuring out what video game to recreate   |
| February 4 2020  | <input checked="" type="checkbox"/> | Artists figured out how to do basic walking cycle pixel animation and then learned how to input that into unity |
|                  | <input checked="" type="checkbox"/> | Programmers started working on programming the game   |
|                  | <input checked="" type="checkbox"/> | Finished main information on GDD  |
|                  | <input checked="" type="checkbox"/> | Create a Trello, then Google Sheets for Asset Lists and Schedule  |
|                  | <input checked="" type="checkbox"/> | Start Pitch Presentation  |
|                  | <input checked="" type="checkbox"/> | Art Lead started creating the sprites   |
|                  | <input checked="" type="checkbox"/> | Create style guide  |
|                  | <input checked="" type="checkbox"/> | All asset lists made  |
|                  | <input checked="" type="checkbox"/> | Created Schedule  |
|                  | <input checked="" type="checkbox"/> | Finished Pitch presentation   |
| Alpha Main       | <input type="checkbox"/>            | There is at least a placeholder for each sprite   |
| Game Working     | <input type="checkbox"/>            | There is at least a placeholder for each sound  |
| February 7 2020  | <input type="checkbox"/>            | Asset list updated for each lead  |
|                  | <input type="checkbox"/>            | Trello updated  |
|                  | <input type="checkbox"/>            | Schedule updated  |
|                  | <input type="checkbox"/>            | GDD updated   |
| Beta             | <input type="checkbox"/>            | Have everything for main game done  |
|                  | <input type="checkbox"/>            | Have most/all of plus content implemented   |
| February 11 2020 | <input type="checkbox"/>            | Asset list updated for each lead  |
|                  | <input type="checkbox"/>            | Trello updated  |
|                  | <input type="checkbox"/>            | Schedule updated  |
|                  | <input type="checkbox"/>            | GDD updated   |
| Final            | <input type="checkbox"/>            | Both master copy and plus content complete  |
|                  | <input type="checkbox"/>            | All links in canvas   |
| February 12 2020 | <input type="checkbox"/>            | All documentation finalized   |

# Plus Content

- Plus Art
  - Space themed additions
    - New figure for dinosaur
    - Aliens instead of cacti
    - U.F.Os instead of pterodactyls
    - Adding meteorites as well
- Plus Sound
  - Background music
  - More sound effects
- Plus Programming
  - Adding jump attack to player

# Risk 1 - Overworking or Not Working Enough

## What Does This Mean:

- Doing too much work will be hard to fully document, or the work will not be what is supposed to be done until later when other things are supposed to be finished by other team members
- If someone doesn't know what to do and does not ask for a task, that can heavily hinder the progress of the entire project

## Solutions:

- When starting a new task, tell the producer/game director and make sure they document it
- Ask the game director/producer what to do if you are unsure what to work on

# Risk 2 - Missing People

What Does This Mean:

- When people are absent, especially without notice, that can heavily stunt the progress of the project

Mitigations:

No Game Director - Producer subs

No Sound Lead - Other sound specialized team member subs

No Producer - Director subs, with the help of other leads

No Tech Lead - (in this case) Director subs (since he is the other programmer of the team)

No Art Lead - Artist subs

No Game Designer - Programmer or Tech Lead subs

# Risk 3 - Way Too Much Plus Content

What Does It Mean:

- We may try to do too much plus content, which in the end will be too difficult to complete in the time we have, and it could also make it too hard to understand what the original game was

Mitigations

- Limit plus content or do at least the most important parts first, adding more things if there is time

# Budget and Materials

- DigiPen computers
- Keyboard and mouse
- Software: Unity
- Sites: Piskel, Google Sheets, Trello, Github, DigiPen Canvas and Email
- Research Items: Internet
- Phone (for connecting with other teammates)