# Frogger
# by
# Jocktopus

## Milestone 1: Project Pitch

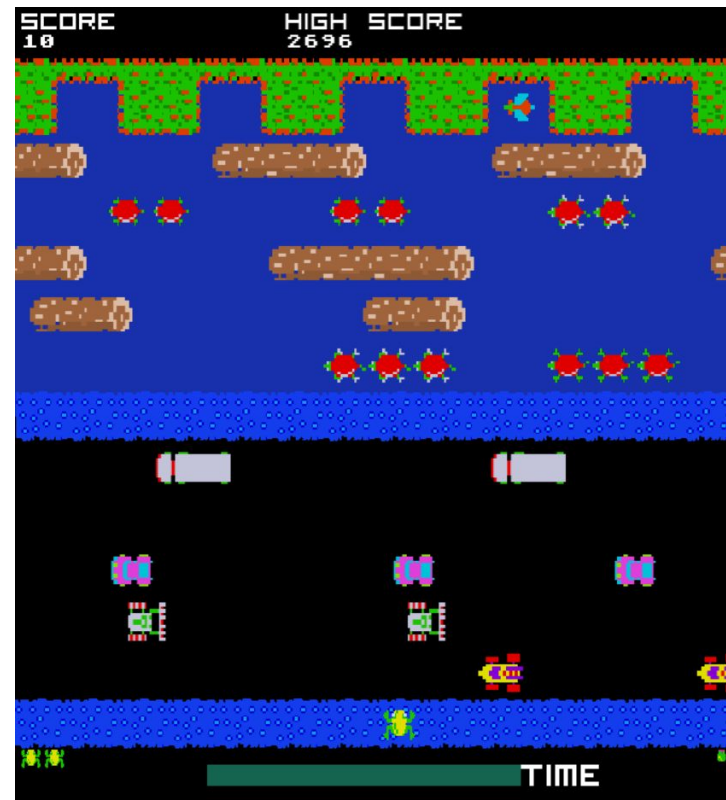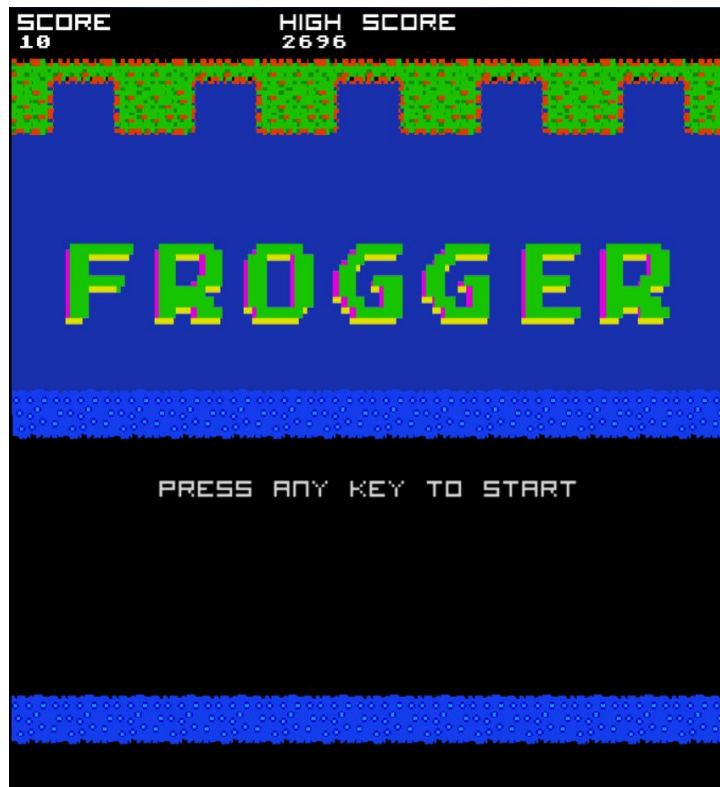brought to you by Beta Engine

# Team Structure – Names & Justification

- Game Director - Neo
- Producer - Jayden
- Tech Lead - Bar
- Programmer - Freddy
- Art Lead - Tina
- Artist - Stephen
- Sound & Music Lead - Bobby
- Design Lead - Kyle

# High Concept

- Frogger is a 2D single player arcade game in which you must cross a dangerous highway and a raging river to reach your home.

# REFERENCE

# Design & Features

- You control a frog to cross a road
- Keyboard for input
- Movement with arrow keys
- Challenge type
- Cars moving as a hazard. Logs and turtles as platforms. green back turtles to show a sudden change.
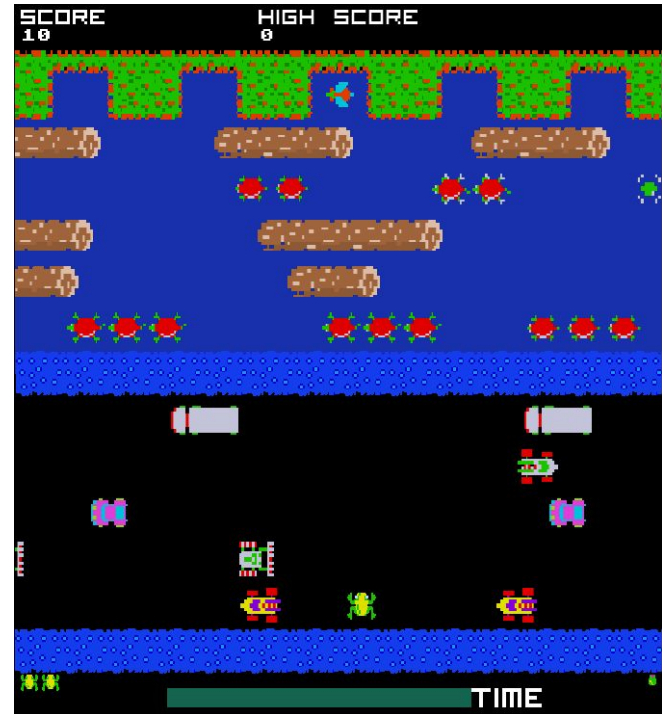
# **Engine & Features**

- Beta Engine (Visual Studio)
  - Graphics
  - Colliders
  - Physics
  - Sound
  - Object Management
  - Space Management
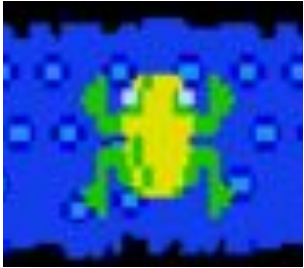  - Low level code allows more control

# Art

- Art style:
  - Pixel art (using Piskel; Photoshop for touch-ups)
  - Flashy bright colors
- How will this strengthen game experience?
  - Aesthetically pleasing
  - Attention-grabbing colors

# Art Asset Research

# Audio – Music & Sound

- Total of 2 sound effects
- 1 day work
- Plus feature: Original Frogger music
- 2-3 days of work

# Risk 1: Overworking, or Not Enough Work

- If someone starts working on something without giving notice, then it can't be documented, and may not be the right task.
- There are going to be times when a department doesn't have anything to do. This can stunt progress because there's always something to do.

- Solutions
  - When a department, pair, or individual teammate is going to start a new task, notify the Producer and/or Game Director.
  - When someone doesn't have any work, report to your department leader, Producer, or Game Director.
  - Examples: A programmer can learn piskel and make/finish sprites for artist. An artist can help the producer document.

# Risk 2: Keeping it P.G.

- Don't add any explicit hints to violence. I.E. shooting, blood, gore, the frog screaming "I'm dying."

  - Solutions
    - Don't do it.
    - Pay attention to how assets read to the player/viewer. Do they come across as explicitly violent?

# Risk 3: Missing Persons

- If someone is missing, that would stunt our progress. So it's important to acknowledge who will be able/need to cover for each person, in case they are missing for any reason.

- Mitigations
  - No Game Director: Producer subs.
  - No Producer: Game Director subs or remaining team decides on who will take on additional responsibilities.
  - No Art Lead: Artist subs.
  - No Sound Lead: Programmer who can afford to will sub.
  - No Tech Lead: Design Director or Programmer subs, depending who can afford to take more responsibilities.
  - No Game Designer: Tech Lead or Programmer subs, same as missing Tech Lead process.

# Risk 4: Too much Plus!

- Ambitions are high for our plus content. We may not be able to do everything we want to.

- Mitigations

- Cut Plus Assets. We can decide how much we can realistically accomplish, and commit or cut accordingly.
- Example: Programming projectiles or completely redo-arting the stage (not entities) don't fit in our remaining work time, so, cut them out.

# Sound Schedule

## Sound

- SFX - Completed by 3/29
  - Jump
  - Death
  - Win
- Music - Completed by 4/02
  - Begin (3 ditties chosen randomly)

# Art Schedule

| Task | File Name | Assigned To | Due Date | Complete Y/N | Other/ Notes |
|---|---|---|---|---|---|
| Blue Sidewalk | BgSidewalk.png | Stephen | 3/29/2019 | N | |
| Road | BgRoad.png | | 3/27/2019 | N | |
| River | BgRiver.png | | 3/27/2019 | N | |
| Green Slots | BgSlots.png | | 3/29/2019 | N | |
| Title | UITitle.png | | 3/27/2019 | | |
| Pink Car | PinkCar.png | | 3/28/2019 | N | |
| Peppermint Bulldozer | Bulldozer.png | | 3/28/2019 | N | |
| Yellow Race Car | YellowRaceCar.png | | 3/28/2019 | N | |
| Christmas Race Car | ChristmasRaceCar.png | | 3/28/2019 | N | |
| Truck | Truck.png | | 3/28/2019 | N | |
| MC Frog | PlayerFrog.png | Tina | 3/27/2019 | N | |
| MC Frog Jump | PlayerFrogSpriteSheet.png | | 3/27/2019 | N | |
| MC Frog Roadkill | PlayerFrogRoadkill.png | | 3/29/2019 | N | |
| MC Frog | PlayerFrogD | | 3/29/2019 | N | |

| Drown | rown.png | | | | |
|---|---|---|---|---|---|
| Purple Frog | PurpleFrog.png | | 3/29/2019 | N | |
| Yellow Purple Frog | FrogSkin.png | | 3/292019 | N | |
| Happy Frog | HappyFrog.png | | 3/29/2019 | N | |
| Laughing Frog | LaughingFrog.png | | 3/29/2019 | N | |
| Fly Boi | Fly.png | | 3/28/2019 | N | |
| Turtle Swim | TurtleSwim.png | | 3/28/2019 | N | |
| Turtle Roll | TurtleRoll.png | | 3/28/2019 | N | |
| Long Log | LongLog.png | Jayden | 3/28/2019 | N | |
| Medium Log | MediumLog.png | | 3/28/2019 | N | |
| Short Log | ShortLog.png | | 3/28/2019 | N | |
| Separate Letters -Game Over -Score -High Score -Time -Yes -No -Continue -? | (Letter).png Numbers first, then letters on one sprite sheet | Tina | 3/27/2019 | N | |
| Numbers 0-9 | (Number).png | | 3/27/2019 | N | |

# Tech Schedule

| Task | File Name | Assigned To | Due Date | Complete Y/N | Other/Notes |
|---|---|---|---|---|---|
| Sprite-text | SpriteText.h /cpp | Bar | 3/28/2019 | N | Mostly done |
| Player movement | FrogMovem ent.h/cpp | Freddy | 3/28/19 | N | Inaccessible currently |
| Obstacle | ItemMovem | Kyle | 3/28/19 | N | |

| Movement | ent.h/cpp | | | | |
|---|---|---|---|---|---|
| Purple Frog | PurpleFrog. h/cpp | Kyle | 3/29/19 | N | |
| Collision | FrogMovem ent.h/cpp | Freddy | 3/32/19 | N | |
| Scoring/ Time/Lives | Score.h/cpp | Bar | 3/29/2019 | N | |

# Plus Content

- Plus Tech:
    - Adding more enemy AIs to fit with plus art
        - Snakes replaced by Tornados
        - Snake A.I.
- Plus Art:
    - Theme: Post-apocalyptic warzone
    - Reskinning characters + objects / Adding assets to fit the theme

**Background Color Pallete:**
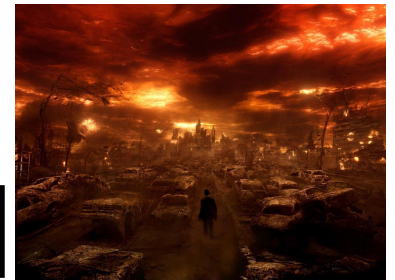
# Alpha Schedule

## Milestone 1 - Alpha 3/29 Friday

By the end of Milestone One, Team Jocktopus should aim to be:
- Organize Team Meetings at start and end of class
- Create the Task Board and give daily assignments
- Keep other team members on track for daily checklist goals and scope.
- Work with Art, Tech, and Creative Leads on asset list and naming convention.
- Create digital file organization system
- Developed firm outside-of-school contact with other team members (through Discord, Google Hangouts, Canvas chat or texts).
- Provide an Alpha that consists of the basic scripts and sprites.

- Player and AI assets.
- Background asset.
- Both auditory asset completed and encoded in the demo.
- Player and AI movement code.
- Develop a reliable storage space for all assets (Github)
- Submit milestone 1 on class Canvas for team.

# Beta Schedule

## Milestone 2 - Beta 4/02 Tuesday

By the end of Milestone Two, our team should:
- Hosts team meetings at the start and end of class
- Keep tabs on file and team organization
- Captures game development process for presentation
- Submit Milestone 2 for the team
- Have all plus assets implemented into beta.
- Have no glitches/errors with first level.
- Have assets completely revised and tested in game prototype.

## Milestone 3 – Release Candidate 4/04 Thursday

By the end of Milestone Three, our team should:
- Have all assets fully implemented and finalized.
- Have all tasks completed accordingly up to this date.
- Have final release be executed smoothly without any major inaccuracies or bugs.
- Be prepared to present and submit with the Game Director's final word.

# Budget and Materials Request

- Research items: Internet, videos, and imagery. Making makeshift measurements or usage of refined pixel counting techniques will be used by the artists for pixel-perfect assets.

- Software: Beta Engine.

- Equipment: Computers, headphones, and personal devices.

- Third party assets: Piskel and or Photoshop

TEAM  EMERGENT  SCIENCE

# Thank you!

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