

Project Description

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Overview - Brad

Topic

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Detailed Description

Aims

The main aim of the project is to produce a 'zero bug build' or 'gold' version of the VR survival shooter Wide Awake. This means a functional Virtual Reality game with either no bugs or what is classed as gold, a product that can be shipped and distributed to customers that is playable. To get to this stage we will need to go through 4 stages of development, these will be the main goals to hit within the target time to develop the game. These are Pre-Alpha, Alpha, Beta and Gold and will be detailed below.

Pre-Alpha

The main goal of Pre-Alpha is to have documentation of the game ready for development. These documents include the Game Design Document, an asset list for art, programming, audio and design, testing schedule, a scope list for the goals that need to be hit within each stage of production and finally a prototype of the game showing its main functionality. These goals will be vital to the project to hit as it will set up for the rest of the production for the game, it is usually at the end of Pre-Alpha where you will be able to pitch your idea to potential investors to get the production underway.

Alpha

The main goal of Alpha is to produce the game to the point where all the main functionality is in the game. For Wide Awake this will include the functionality of the Player being able to shoot their weapon, damage enemies, be damaged by enemies, working flashlight, enemy movement, the shop function, main menu in its basic form as well as main items that the player will be able to use during that game. It is at the end of Alpha that feature lock will come into play, there will be no more added features, this not only means programming but art too even if at this stage art assets are placeholders. By the end of Alpha, there will be a grey box of the level and some first pass art assets will be included to get the feel of the game. Testing of the games main functionality will begin here, there is expected to be **major** bugs during this time.

Beta

The goal of Beta is to produce the game that has minimum bugs and all art and audio assets have been polished. It is during beta that the main lot of testing will take place as programmers begin to polish out the main bugs and increase functionality. With no new additions to the game, it is important during this time to work through any bugs the quality assurance team finds, whether it be programming or art bugs.

Gold

The goal of Gold is to produce a functioning game without any bugs to have it ready for release. This will mostly involve the quality assurance team making sure that all bugs are found and that the team can correct these issues. It is usually at this stage where only minor bugs are found and fixed.

Plans and Progress - Declan

Roles

Scope and Limits - Speedie

Scope:

*Note in pre-alpha the term scope is used, this is for the rest of development and is included in the respective sections.

Pre Alpha:

Design	Programming	Art
<ul style="list-style-type: none"> - Market Research - Business setup costs - Burn down Chart - Project Management Document - Game Design Document - Grey box - Asset scale/proportions - Art Scope - Design Scope - Programming Scope 	<ul style="list-style-type: none"> - Prototype <ul style="list-style-type: none"> - Basic functionality - This includes - VR movement (Limit to y axis rotation no actual movement) - Shooting and VR controller use - Simple enemy movement and damage to both player and enemy - Shop <ul style="list-style-type: none"> - 1 weapon upgrade for ammo damage 	<ul style="list-style-type: none"> - Concept art

Alpha Scope:

Programming	Design	Art	Audio
<ul style="list-style-type: none"> - Add Flash Light - Enemy spawn - 3 Enemy Variations - Scoring system - Shop with: <ul style="list-style-type: none"> - 2 gun upgrade - 2nd damage upgrade - 1 ammo speed upgrade - 1 health increase - 2 usable items <ul style="list-style-type: none"> - Damage bomb - Health pot 	<ul style="list-style-type: none"> - Greybox - Testing Plan - Milestones Document - Enemy spawn locations testing 	1st Pass Mesh <ul style="list-style-type: none"> - Dart Gun - Flash Light - Doll - Environment <ul style="list-style-type: none"> - Bed - Draws - Bedside table - Lamp - Teddy bear - Floor - Walls - Door - Toy train 	<ul style="list-style-type: none"> - First pass of backing track for menu - Doll giggle/whispers - Footsteps - Creaking door/floor

Beta Scope:

Programming	Design	Art	Audio
<ul style="list-style-type: none">- No new features added- Polishing of current code	<ul style="list-style-type: none">- Level Design refinement- Daily Smoke test- AB testing for Level design work- Add and update art assets- Test on all platforms to be launched on- Test with different VR Headsets	<p>Polished models of all assets listed in Alpha scope.</p> <p>Rigging:</p> <ul style="list-style-type: none">- Doll- Dart Gun- Flashlight <p>First pass of Textures.</p>	<p>Polish of Backing Track</p> <p>Polish of all sound effects</p>

Gold Scope:

Programming	Design	Art
<p>Final polishing of code / ironing out all possible bugs</p>	<ul style="list-style-type: none">- Adding all final textures- Stress testing- Smoke testing	<ul style="list-style-type: none">- Polish of all Textures- 3 doll textures along with the other asset textures

Post Production:

- Post Mortem from each team member

Limits:

The main limits of this project will confine it to one level layout, due to the small scale of the game we have opted for just the one level and making sure it has been iterated on so it is enjoyable and balanced. The next will be the limited use of the shop, I have opted to just go with just 6 shop upgrades due to time constraints during Beta this can always be revisited depending upon how the project is coming along and how easy it is to add additional spots in the shop although this is not planned for and will not take priority. There is also the limit of what is to be included in the level as filler, not only because this will not be seen by the player due to the stationary nature of the game but it also frees up artists time to polish the art assets more.

Tools and Technology

Testing

Timeframe

Risks - Miller

Group Processes and Communication - Ash