

# Project Description

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# Overview

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# Detailed Description

## Aims

The main aim of the project is to produce a 'zero bug build' or 'gold' version on 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 and finally a proto type 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 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 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 they 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 have 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 is able to correct these issues. It is usually at this stage where only minor bugs are found and fixed.

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