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TEAM SOCK FIGHTER

Wednesday 8:30 am - 11:30 am

Production Team Skill Set

Teams should have a mix of technical and creative skills. Create a table in your document that rates each team member's skill and level of interest in different areas of game production.

Skill	Eleanor Slade	Elias Taylor	Rubie Stannard
Coding	High	Medium	Medium
Programming	High	Medium	Medium
2D Assets	Low	Low	High
2D Animation	Low	Low	Medium
3D Assets	Medium	Low	Medium
3D Animation	Low	Low	Medium
Sound/Music	Low	Low	Medium
Management	High	High	High
Coordinating	Medium	High	High

Interest	Eleanor Slade	Elias Taylor	Rubie Stannard
Coding	High	High	Medium
Programming	High	High	Medium
2D Assets	Low	Low	High
2D Animation	Low	Low	Medium
3D Assets	Low	Medium	Medium
3D Animation	Low	Medium	Medium
Sound/Music	Low	Low	High
Management	Medium	High	High
Coordinating	Medium	High	High

Production Project Tools

Communication and Coordination Tools

The top three communication platforms that can be used by our team to communicate are Slack, Discord, and our student email. We chose these three options because they provide a wide variety of communication methods that suit the various needs of the group at different times. Slack and Discord both provide instant messaging that is useful depending on the devices we are using, while emails provide slower but more consistent communication.

Some pros, cons, and quality of life considerations are listed below.

Platform	Pros	Cons	Quality of Life
Slack	<ul style="list-style-type: none">- We've been using it in the subject.- Good security.- Easy to share files.	<ul style="list-style-type: none">- Has a high CPU usage.- High battery consumption.	<ul style="list-style-type: none">- You can change the notification sound.
Discord	<ul style="list-style-type: none">- Groups can have video calls.- Navigation is simple.- Documents are easy to share.	<ul style="list-style-type: none">- It's not built for phones.- No organisation tools.- You can make too many channels.	<ul style="list-style-type: none">- Everyone seems to have Discord.- Built for gamers.
Student email	<ul style="list-style-type: none">- It's direct- It's easy to navigate.- Sending smaller files is easy.	<ul style="list-style-type: none">- Slow time frame compared to instant messengers.- Less focus on user experience.	<ul style="list-style-type: none">- You can ensure you've tried all ways of contact.- Emails can be forwarded to each other.

Trello Alternatives/Competitors

Two alternatives to Trello are TeamGantt and Notion. In contrast to Trello, Notion has a lot of similar features, such as task management and project tracking, whereas TeamGantt doesn't share any similarities as it seems to be mainly for tracking projects.

While TeamGantt provides helpful project planning tools, and Notion is useful for managing a large scale of project information, these tools are unsuitable for our needs in developing this game. Gantt charts are more useful for longer timeline management, while our project is quite short, and our game is quite simple, making the large-scale information storage of Notion unhelpful. For our purposes, Trello's boards are incredibly useful for managing the development process, highlighting the stages of development as they are being worked on.

Some key features and limitations for each platform have been listed below.

Platform	Key Features	Limitations
TeamGantt	<ul style="list-style-type: none">- You can track the progress of a project with a Gantt chart timeline.- Free to use.	<ul style="list-style-type: none">- Allows users to have one project running at a time.- Each chart allows a maximum of three people.

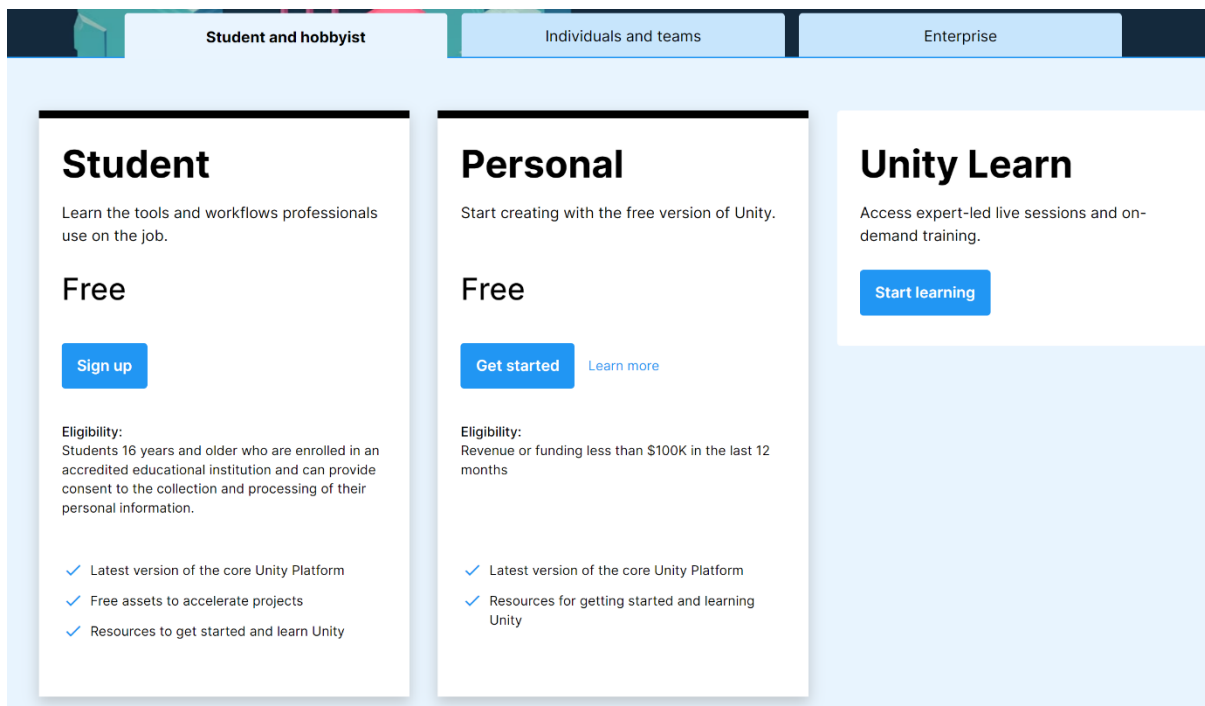
Notion	<ul style="list-style-type: none">- Task management.- Project tracking.- To do lists.- Wikipedia style information organisation.	<ul style="list-style-type: none">- Free, but with paid features.
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Version Control Tools

The version control provider we'll be using for our project is BitBucket, and the git client software being used will be SourceTree. The team has decided to use BitBucket and SourceTree because we already have some experience with these tools since they've been used for the past 6 weeks in this unit.

Alternative Game Engine Considerations

The game engine we plan to use to create this game is Unity as we have some experience since we've been using this for the unit. The game engine alternative we'd consider using would be Unreal Engine. Unreal Engine is currently an industry giant with a lot of powerful tools for game development, however most of those tools are for development of 3D games, which our game won't be making use of. Like Unity at the student and personal level, Unreal Engine is free to use, but is more capable of handling the development of 2D games.



Some more information about Unity can be found at: <https://unity.com/pricing#plans-student-and-hobbyist>

Game Pitch Details

Sock Fighter

Our game, Sock Fighter, is based on fighting games such as Street Fighter and Mortal Kombat. Sock Fighter uses a light form of the fighting game genre of video games. While many modern forms of this game have open arenas for players to manoeuvre in, Sock Fighter plays more like the board game Rock 'Em Sock 'Em Robots, with the characters relatively immobile, and having to carefully time their attacks and blocks. Each player selects a character in the form of a sock puppet and attempts to defeat their opponent. Each character has a different suite of attacks and abilities, so players can learn how best to play their favourite characters. For instance, the character Dragin', a dragon sock puppet, has a dangerous fire breath they can unleash on their foes.

During combat the characters trade blows and take damage, represented by a health bar shown at the top of the screen. The screen also shows a power bar, which fills up as the character successfully lands blows against their enemy or successfully blocks enemy attacks and once filled allows them to unleash a powerful special attack unique to each sock puppet. The loss state for Sock Fighter is a character's health reaching 0 first, who will then be treated to the winner's winning caption.



Production Timeline

Create a production timeline - this can be presented how you like, however if you're unsure how to get started on this, a simple table listing the weeks and milestones/phases of project development you plan to have is the minimum.

Break down the tasks into things people can do (such as coding tasks, asset creation tasks, todo's, etc...), and calendar/coordination events (like meetings)

1. Create sock puppets
2. Create videos of each sock puppet's various 'animations'
3. Convert sock puppet videos into game sprites
4. Create UI elements
5. Programming
 - a. UI navigation
 - b. combat mechanics
 - i. health
 - ii. attacking
 - iii. defeat mechanics
 - iv. winning caption reveal
 - v. victory music
 - vi. game reset to character selection
 - c. timer implementation
 - i. on timeout effects eg. compare health to determine winner/ties
 - d. blocking
 - e. special power use
 - f. special power bar increase

Using your tool of choice, create the tasks and allocate members to cards/activities. Export or screenshot these steps, and place them in your pitch document.

