



Danganronpa Fangame

CS252 Software Project Management

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Chapter 1 Background and Motivation

1.1 Background

Danganronpa is a series of comics and rpg (roll play games) games in which some high school students with top talent in some aspects are gathered in a school and forced to kill each other to make themselves survive. The protagonist will identify the murderer of each case and finally uncover the truth about the world.

An rpg game is a type of game in which the player takes on the role of a character (usually the main character) in a story.

Other fangames of Danganronpa always use the same character and similar plots. We want to design unique characters and cases as well as an unexpectedly unique world setting.

1.2 Our Goal

Our goal is to create a new rpg game under the worldview of Danganronpa series. We will create a new story, new characters and new scenes for our fangame while retaining some classic elements such as "academic judge" and "exploration and evidence collection". The main gameplay of it is reasoning suspense, detective evidence collection and map exploration. The main gameplay duration is approximately two to three hours.

We will use some professional tools to create our game: RPG maker MZ/MV as game engine, SAI2 and stable diffusion for art and FL studio for music creation.

1.3 Gameplay

The game has four chapters. In each chapter there will be three stages.

The first stage is the time for player to explore the map and communicate with other characters to get information. In the second stage murder will happen, and the player should collect clues. The third stage is the "academic judge" stage. In this stage the player should refute the misjudgments of other characters using the clues they found and select the true murderer.

1.4 Motivation

We are fans of Danganronpa and we want to use this game to let more people know about this series. Otherwise, making a game is challenging progress, we want to challenge ourselves.

Chapter 2 Schedule

We plan to spend 12 weeks making the game. Here is the schedule table below. We also reserve two weeks to deal with emergencies.

Table 1 Time schedule

Design the characters (including basic information and portrait) and prepare the necessary basic documents and references.	Two weeks
Design and test chapter 1	Two weeks
Design and test chapter 2	Two weeks
Design and test chapter 3	Two weeks
Design and test chapter 4	Two weeks
Final test and optimize	Two weeks

Chapter 3 Team members

Because each chapter of the game is relatively independent, each member in our team takes charge of one chapter, and other members provide supplementary support.

Table 2 Division of member tasks

Team member	position	Task
Wang Yeqi	Project manager	Take charge of hole progress. Design the first chapter and others.
Zhang Haocheng	Normal member	Design the second chapter. Test and debug, sound design and others.
Li Jiamu	Normal member	Design the third chapter. Character portrait design, sound design and others.
Lu Junxi	Normal member	Design the final chapter. Character portrait design, sound design and others.

Chapter 4 Time-Cost-Quality

We have already confirm our time schedule above. The tools and references for our project are also confirmed, so the costs will not change much. We will do our best to ensure the quality, while the time consumption and the cost should be under our schedule.

To achieve the most basic quality, in case of some emergencies like we took too much time on one chapter, we reserved 2 weeks to handle them.

Chapter 5 Possible Risks

- This is our first time working together, so there might be some problems.

Solution: We will communicate more, and the manager will take the overall charge.

- Copyright problem: Fangames should not be used for commercial purposes.
- Time limits: We might not be able to finish the project.

Solution: We will do regular reports and meetings to make sure that our schedule is on track.