

# COMP3000

## Computing Project

### 2020/2021

## Project Title

*Operation Great Days*

## Links

Source code:

<https://github.com/Ryan-rc-Carter/COMP3000-Final-Project-Operation-Great-Days>

Backlog : <https://trello.com/b/9Npz6q38/comp3000-final-year-project-operation-great-days>

## Project Vision

Name: Operation Great Days/

Is a: A stealth based game in which the player must complete a series of tasks, ranging from fixing a car to preparing a birthday party, without being detected.

That: Will have a focus on Stealth based mechanics. Visual Detection from entities like Cameras or Pets will rapidly increase an “Alertness” value. When the Alertness reaches a threshold, the level will fail.

Proximity based audio detection may also be a feature. When moving around a location, the closer to an entity, the faster the alertness will increase.

It will be developed in the Unity Engine and will initially use premade assets from the Unity Asset Store but may eventually have Blender-made assets. However this may be a stretch goal

Different from:

- Hitman
  - As it will have more of a focus on stealth and completing a variety of tasks rather than just focusing on eliminating a target with minimal attention

- Viscera Cleanup Detail
  - As it will have a slight crafting element and will not be completely focused on cleaning

## Risk Plan

### Overscoping

- Putting too much attention into one aspect of the product and inadvertently degrading the functionality of other areas
- Having too much to focus on which can lead to confusion and overlapping sprints

### To counter

- Fortnightly sprints focusing on building up the product
- Frequent github pushes and branching

### Technical Failures

- Power outages leading to lost work and potential corruption
- Application crashes

### To counter:

- Frequently save progress
- Push to github often
- log progress in some way in case of work loss

### Usability testing during pandemic

- Unable to handle face-to-face usability testing which will potentially limit the amount of data received

### To counter:

- use online questionnaires
- upload a beta test version to Itch.io

## Keywords

Stealth? Task-based?