TEAM 1 - STUDIO SCUR

SE306 - PROJECT PLAN

TEAM: Harry She, Jacob Holden, Tate Robertson, Max Lay, Frankie Lam, Saren Currie, Sam Buchart, Hamish Brebner and Logan Horton

Game overview:

Target Audience

Age bracket 18-22, Killer/Achiever player type.

Sub-genre within simulation/role-playing

Loot-based roguelike RPG

Overall goal and any sub-goals

The overall game goal is to defeat the final boss, with subgoals at every level to obtain the keycode to unlock the next level/floor of the tower.

Briefly describe your central character (skills, functionality)

The central character is a lower-class thug, meaning it is plausible that they are familiar with weapons. However, they are not expected to have any innate skill in combat or own a large weapon set - these are items the player must acquire as they progress.

Game World

The game is set in a massive tower, containing the remnants of humanity. The tower is comprised of a myriad of floors, with the upper floors belonging to the rich and the poor confined to the lowest levels.

Each level corresponds to a floor - the player searches their floor for a key code to access new floors. To change levels, the player must find an elevator and enter their code, allowing replays of earlier levels. As the player ascends the tower, the levels become more gentrified, and the resistance to their actions stronger.

Scoring and lives mechanisms

The player has a score, which comes from levels completed and enemies killed. The score is logged when the player dies, allowing comparison of scores.

The player has a health bar, which is depleted as they are hit by enemies. When the health bar is emptied, the player is deemed 'dead'. As this is a roguelike RPG, death results in the player having to restart the game and losing any items they may have.

Level generation plan and elements of random generation

Levels are generated based on preset rooms, with the basic layout coming from the 'class' of floor the player is on e.g. a lower, poor floor looks different to the clean top floors. However, randomness is to be used a lot in this game to encourage replayability and fit with our roguelike style. There will be a discrete number of pre-designed rooms which are put together randomly to create a floor. The order of levels encountered is completely random. Bosses will feature at set points in the game, but the level that they inhabit is not fixed.

Design Features

- Major UI redesign
- Adding sound to the game and triggering on appropriate events
- Level Generation - Random level generation

Advanced Features

- Real time score challenge (10%) - The player is able to send a peer a challenge. Both players start a new game with the same seed, and have each other's high scores displayed in real time.

Tools and technology details

- Unity
- GitHub: GitHub will be used for version control and the project wiki. The repo can be found at: https://github.com/SarenCurrie/the-tower
- Google Docs: Google Docs will be used to work on documents where we need multiple collaborators.

Tentative Team Assignments:

Week 7:

- Finalise game plot and mechanics - Entire Team
- Prepare deliverables for Friday and Tuesday

Week 8:

- A room w placeholder assets and a controllable character: Max
- Integration Testing Setup: Saren
- Concept Art: Logan, Frankie & Jacob
- Interface Concept Art: Jacob & Harry
- Enemy System Prototype: Sam, Hamish & Tate
- Loot System Prototype: Sam, Hamish & Tate

Tuesday Deliverable Breakdown:

- Risk Assessment + Management Plan: Max
- Presentation: Jacob
- Work Breakdown and Distribution Plan: Tate
- Assembly: Harry

Week 9:

- Art Implementation: Logan
- UI Implementation: Jacob, Harry
- Playtesting: Entire Team
- Basic Loot Implementation: Hamish
- Item Effects Prototype: Tate
- Basic Enemies Implementation: Frankie
- Combat Mechanics: Max
- Boss Design: Sam

Other members: Assist with above tasks.

Week 10:

- Balancing: Entire Team
- Ingame Overlay and HUD: Harry
- Loot System Complete: Hamish
- Item Effects Implemented: Tate
- Boss Implementation: Sam
- Basic Enemies Complete: Frankie
- Art Completion: Logan
- Documentation: Jacob
- Room Generation: Logan

Other members: Assist with above tasks.

Week 11:

- Music: Max
- Playtesting: Entire Team
- Polishing of anything left unimplemented

Additional tasks will be discovered and allocated as a result of playtesting. All mechanics should be implemented and tested.

Week 12:

- Finish and test.

Risk Assessment and Management Overview

Risk	P	I	E	Actions	Warning Signs
Missing deadlines	3	5	15	Make sure all deadlines are well defined and all team-members know what the deliverables are for each deadline.	• Deadlines approaching and far from completion • Behind schedule
Sick team members	4	2	8	Regular meetings to keep everyone up to date about how components of the game work. Other members will be able to continue working if someone is sick.	• Coughing • Sneezing • Puffy eyes • Swollen glands • Excess mucus
Burnout	5	4	20	Aim to complete well before the final due date. When we realise that there is still a lot to do we will still have time to finish.	• Missing lectures • Missing meetings • Tired team members • Poor mental health
Not meeting requirements	2	4	8	Refer to requirements regularly to check that game in development is fitting them.	• Client does not like prototype of an iteration
Scope creep	2	5	10	Limit scope to that defined during initial planning phase. Only add to the scope if required/plausible.	• New conceptual ideas continually being added to game
Lost work due to technical issues	2	4	8	Commit often, pull/push often in order to have several versions to fall back on.	• Hard drive issues • Blue screens
Miscommunication	3	5	15	Ensure person you are communicating with understands what you are saying	• Overlapping implementations • Members meetings