WBS4 Dictionary

Development Start – Milestone: Marks the start of the development.

Game Creation – Milestone: Marks the start of game creation processes.

Engine Education: Main developers learn to use the necessary engine.

AI Scripting: Basic reactionary AI behaviors. For example, Jump, Shoot, etc.

Menu Screen Design: The visuals of the menu screen. Menu screen is used to access other screens

Menu Screen Code: The functionality of the menu screen.

Event Screen Design: The visuals of the event screens. Event screen is used to access different rolling events. Events give rewards to players if they are completed.

Event Screen Code: The functionality of the event screens.

World Screen Design: The visuals of the world screens. Worlds are the maps of the game that can be played by the players. Each map has different levels.

World Screen Code: The functionality of the world screens.

Setting Screen Design: The visuals of the setting screen. The setting has access to accessibility features.

Settings Screen Code: The functionality of the setting screens.

Gacha Screen Design: The visuals for gacha screen. The gacha is the reward system for the players. In this screen players can open gacha and get a reward according to how advance the chest is. The reward is semi-random.

Gacha Screen Code: The functionality of the gacha screens.

Shop Screen Design: The visuals for shop screen. In the shop rewards can be bought with real money.

Shop Screen Code: The functionality of the shop screen.

Inventory Screen Design: The visuals for inventory screen. In inventory player can see their items.

Inventory Screen Code: The functionality of the inventory screen.

Rewards Screen Design: The visuals for rewards screen. This screen can open after a gacha is opened or after an event is complete. The items that rewarded will be displayed.

Rewards Screen Code: The functionality of the inventory screen.

Chat Screen Design: The visuals for chat screen. The players can interact with each other.

Chat Screen Code: The functionality of the inventory screen.

Enemy Triggers: Based on players items and actions enemy will have different triggers and activities.

Collectible Triggers: Depending on the currently collected collectibles the player will encounter different collectibles. This collectibles make the level easier or harder.

Character Design: The visuals and the game design of the characters.

Character Code: The functionality of the characters abilities. For example, characters special attacks, abilities and passives.

Character Balance: Balance of the characters abilities v levels.

Character Interactions: Each character will have different interactions with both enemies and in the menu with the player.

Character Trigger: Each character will have different special effects that will trigger at different point on based on different actions.

Consumable Design: Each consumable will have different effects like healing, more speed and more damage.

Consumable Static Code: Each consumable will have flat values and times depending on their actions.

Consumable Dynamic Code: Some consumable will change their effect amount based on what other consumables the player has collected on that level.

Consumable Interaction: Some consumables will have additive or multiplicative effects with each other.

Dialog Box Design: The visuals and functionality for dialog box.

Dialog Tree: Some character will have dialog options that will lead to different paths of dialog which will reward some players for learning about the character.

Level Design: The visuals for level. Each levels design and functionality will be different. Which will have different challenges for the player.

Level Code: The functionality of the levels. Each level can have different triggers for different players.

Reward Design: The visuals for reward screen.

Reward Screen: The functionality and the design of the reward screen.

Reward Balance: Rewards need to be more at the start gradually decrease.

Movement Design: Basic movement design for both enemies and characters.

Movement Code: The functionality of all movements.

Graphics and Audio – Milestone: Milestone for Graphics and audio for the game.

Models: Each characters models.

Textures: Texture of everything including background, character, level foregrounds, etc.

Level Art: Custom art for every level screen.

Assets: Consumable item image and the particle effects.

Animations: Animations for character actions (for example character movements) and gacha openings.

Sound – Milestone: Milestone for all sound design.

Ambiance: The ambiance for different levels, screens, etc.

Music: Custom music creation for this game.

Sound FX: Sound effect for the game like characters, character movements and noises of enemy.

Server – Milestone: Milestone for the server process.

Server Installation: Purchase of necessary hardware and software.

Server Backend Design: Installation of software and configuring the software that installed.

Stress Testing: Stress testing the server for excessive access request.

Creating Web Site – Milestone: Milestone for creation of the website for the game.

User Interface: Creating a user interface for the website and all its pages.

Creating Forum – Milestone: Milestone for the forum step of the website.

Creating Threads: Creating threads for the forum. Creating tread means creating a new message that can be commented on like a new topic.

Comment on Threads: Commenting on a existing thread.

Delete Comments: Deleting the existing comment on a single thread without deleting other comments or the entire thread. This action requires an admin permission.

Quoting A Post: Quoting another comment. The quote will be added to the new comment and shown differently.

Video Embedding: Ability to add video to the comment or thread.

Reporting: Users can report inappropriate comment or threat. Then admin can delete the reported comment or threat.

News Page Creation – Milestone: Milestone for news page creation.

Publish News: Ability to create a new news about game. The authority to create a new news will only be given to authorized personnel.

Edit/Delete News: Editing or deleting the existing news. The authority to editing or deleting news will only be given to authorized personnel.

Email Notification: Users can subscribe to email notifications about news. These emails should be created and sent when a news published on the page.

Web Login – Milestone: Milestone for web login and security.

SSL Login Page: SLL (secure socket layer) login page for secure login (securing user credentials).

Timed Cookie Generation: Cookie generation for storing login credentials for a specified amount of time.

SET Protocol – Milestone: Milestone for Secure Electronic Transaction implementation.

Protocol Implementation: Implement SET protocol for web purchases for the game.

Web Done – Milestone: The development for the web site is complete.

Web Testing: Testing the web capacity and security before going online.

System Integration Test: Integrating all parts of game development and testing how they work together.

Game Creation Complete – Milestone: The game development phase is complete.

PC Port: Creating port to PC from the engine.

Android Port: Creating port to Android from the engine.

IoS Port: Creating port to IoS from the engine.

Port Complete – Milestone: Porting to different platforms are complete.

Testing Start – Milestone: Testing for different platforms start.

Alpha Testing: Start of the alpha testing with a small group of players.

Beta Testing: Start of the alpha testing with a group of players.

Release – Milestone: Release of the game.