Solitaire BOX

By Nathaniel Gonzales

# Revision History

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| --- | --- | --- | --- |
| Version | Date | Author/s | Revision |
| 0.1 | 04/26/2021 | NaGon | * Added Document outline and draft. * Added Table of contents * Completed Manpower Allocation * Started on Project Milestones   + Pre-production   + Prototype * Initial Scope & Limitations |
| 0.2 | 04/30/2021 | NaGon | * Completed Project Milestones * Completed Scope & Limitations * Added other |

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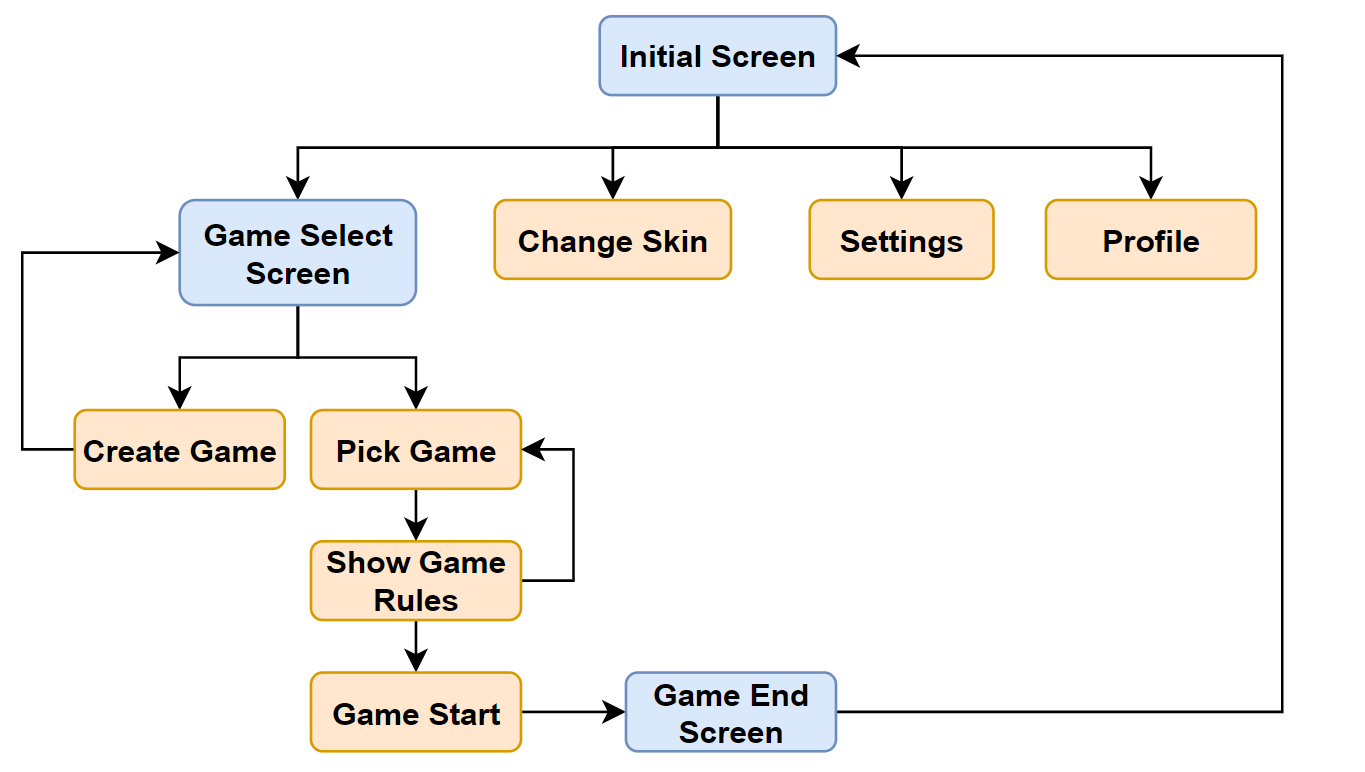
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# **Game Overview**

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| **Game Description** | Experience Solitaire in a new light by being able to customize your cards, decks and even backgrounds. Make different rule sets and make your own game of Solitaire that you can enjoy. |
| Genre | Sandbox, Card game |
| Target Audience | All Ages, Solitaire Fans and my SO who loves Solitaire |
| Target hardware | Windows PC & Android Phone |
| Project Milestones | |  |  |  |  | | --- | --- | --- | --- | | Stage | Week | Date | Estimates/Goals | | Pre-production | 1 | April 26-30 | * Documentation   + Initial HCD   + Initial GDD * Programming   + System-Design Document   + Repo Setup   + Initial Project * Design   + Game Flow   + Game Mode     - Setup (Rules)     - Progression of Play     - Resolution * Art   + Default card designs and BG.   + Menu UI * Sound   + Audio Asset Master List | | Prototype | 1 | May 3-7 | * Programming   + Card System   + Game Mode   + Level-up System   + Pop-up Messages * Design   + Game Mode * Art   + Placeholder Art     - Cards     - UI     - Title Screen * Sound   + Placeholder SFX     - Game Mode     - Menu UI | | First Playable | 2 | May 10-14 | * Documentation   + Finish Gameplay Section   + Audio Breakdown   + Technical Requirements * Programming   + Complete Game Systems     - Game Mode     - Level-up * Design   + Game Mode   + Level-up System   + Pop-up System * Art   + Default Card Design   + Default BG   + Card Animations * Sound   + Placeholder SFX     - Designer Mode     - Menu UI * QA   + Create bug testing process. | | Alpha/Polish | 3 | May 17-21 | * Programming   + Pop-up system * Art   + Pop-up   + Default Card Design 2 & 3   + Default BG 2 & 3   + Add Animations     - Title Screen     - Settings     - Game Setup * Sound   + Implement all SFX & Music * QA   + Use bug tracking app.   + Test for Critical to High prio bugs. | | PC Release | 4 | May 24-28 | * General   + Release game to itch.io   + Share game to friends and other game dev communities. * Programming   + Bug Fixes   + Performance improvements * QA   + Continue testing for bugs.   + Evaluate bug reports (if any) | | Android Port | 5 | May 31- Jun 4 | * Programming   + Develop Android Port     - Mobile Controls     - Mobile Resolution   + Release on Google App Store * QA   + Test for possible bugs on Mobile   + Test on popular Android devices   + Evaluate bug reports (if any) |   . |
| Manpower Allocation | |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | **Role** | **Pre-Prod** | **Prototype** | **First Playable** | **Alpha** | **Release** | **Android port** | | Designer | 0.5 | 0.25 | 0.25 | 0.125 | 0 | 0 | | Programmer | 0.25 | 0.5 | 0.5 | 0.25 | 0.25 | 0.5 | | Artist | 0.125 | 0.125 | 0.125 | 0.25 | 0 | 0 | | Audio | 0.125 | 0.125 | 0 | 0.25 | 0 | 0 | | QA | 0 | 0 | 0.125 | 0.125 | 0.75 | 0.5 | | **Total** | 1.0 (1) | 1.0 (1) | 1.0 (1) | 1.0 (1) | 1.0 (1) | 1.0 (0) |   . *Note: The number in the parenthesis indicates the number of people in the role. I’m alone :c* |
| Scope & Limitations | Technical Limitations  * + Game will be developed on Unity 2020.   + Initial release will be on PC as it is the platform developer has experience in.   + Original Music will not be included due to limited developers.   + Game may not be tested on multiple android devices due to limited test devices.  Design Limitations  * + The rules and customization feature may be limited.   + There will initially be only 3 Card Skins & Backgrounds that can be unlocked.   + Klondike will initially be the only game mode available, players can still edit rules such as scoring system and difficulty |
|  |  |

# **Gameplay**

## **Game Flow**



### Initial Screen

<insert picture of Screen here>

### Change Skin

<insert picture of Screen here>

### Settings

<insert picture of Screen here>

### Profile

<insert picture of Screen here>

### Create Game

<insert picture of Screen here>

### Game Rules

<insert picture of Screen here>

### Game End Screen

<insert picture of Screen here>

## **Game Mechanics**

### Setup

* The Tableau: Seven piles that make up the main table.
* The Foundations: Four piles on which a whole suit or sequence must be built up. In most Solitaire games, the four aces are the bottom card or base of the foundations. The foundation piles are hearts, diamonds, spades, and clubs.
* The Stock (or “Hand”) Pile: If the entire pack is not laid out in a tableau at the beginning of a game, the remaining cards form the Stock pile from which additional cards are brought into play according to the rules.
* The Talon (or “Waste”) Pile: Cards from the Stock pile that have no place in the tableau or on foundations are laid face up in the waste pile.

### Progression of play

* List down game flow from start of game to the middle of game and game resolution

### Resolution

* S

# **Audio** **Breakdown**

<Insert Screenshot of Audio Asset Master List>

# **Technical Requirements**

* Tools/Software & Engine used

# **Art Bible**

* Color Palette/UI/Card Designs/In Game Photos/Scenes

# **About the Dev**

* Name of Organization and about the developer