* Title comparison
  + Students must compare at least 3 similar titles to their game outlining the following.
  + Game 1: Zardy’s Maze (<https://store.steampowered.com/app/1484800/Zardys_Maze/>)
    - What features are similar?
      * It is a maze game like what I am making.
    - Why the similar features are in your game?
      * It is similar because it is what inspired me to make a maze game.
    - What features set your game apart?
      * My game will have different maze walls & you can’t go through the wall like that in Zardy’s Maze.
  + Game 2: Six inches under
    - What features are similar?
      * The hotbar system is similar &the encouragement of exploration.
    - Why the similar features are in your game?
      * The hotbar system is in my game because I think it is designed nicely so I want to do something similar.
    - What features set your game apart?
      * It will have the navigation controls of using the number keys & scroll wheel & it won’t have the menu buttons on the hotbar.
  + Game 3: Maze (<https://store.steampowered.com/app/1136770/Maze/>)
    - What features are similar?
      * Well, it being a maze game.
    - Why the similar features are in your game?
      * It is similar because a maze game is a basic game type & a good start for making games that shouldn’t take too long.
    - What features set your game apart?
      * My game has an inventory & doesn’t have a navigation system.
* Estimated Schedule
  + A week-by-week breakdown outlining what assets are to be produced and what features are to be implemented.
    - Week 1:
      * Made a map out of the first area (where the item will be & where you start)
      * Made the model of the first item (The axe)
      * Made movement controls for player (controller support & keyboard & mouse)
      * Made a test map/scene for testing
    - Week 2:
      * Made a map out of the second area (where the item will be & the connection to the first area)
      * Made the model of the second item (The pickaxe or sledgehammer)
      * Started making the first area of the maze from the map out
    - Week 3:
      * Made a map out of the third area (where the item will be & the connection to the second area)
      * Made the model of the third item (The wire cutters)
      * Finished making the first area of the maze from the map out
    - Week 4:
      * Made a map out of the fourth area (where the item will be, the connection to the third area & the endpoint)
      * Made the model of the fourth item (A blade)
      * Started making the second area of the maze from the map out
    - Week 5:
      * Finished making the second area of the maze from the map out
      * Imported items into the game
      * Made item interaction controls & hotbar/inventory (controller, keyboard & mouse)
    - Week 6:
      * Made special wall objects to have special interactions with specific items
      * Started making the third area of the maze from the map out
    - Week 7:
      * Finished making the third area of the maze from the map out
      * Started & finished making the fourth area of the maze from the map out
      * Implemented all the connection points to be the special wall objects
    - Week 8:
      * Made a Start menu & ending scene
      * Implemented sound
      * Bug fixes
      * Private beta
    - Week 9:
      * Release the game

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| Task | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 | Week 9 | Week 10 |
| GDD |  |  |  |  |  |  |  |  |  |  |
| Overview |  |  |  |  |  |  |  |  |  |  |
| Story |  |  |  |  |  |  |  |  |  |  |
| Concept Art/Mood Board |  |  |  |  |  |  |  |  |  |  |
| Mechanics |  |  |  |  |  |  |  |  |  |  |
| Assets (Items) |  |  |  |  |  |  |  |  |  |  |
| Assets (Map) |  |  |  |  |  |  |  |  |  |  |
| Code/Scripts |  |  |  |  |  |  |  |  |  |  |
| GUI |  |  |  |  |  |  |  |  |  |  |
| Testing |  |  |  |  |  |  |  |  |  |  |
| Prototype |  |  |  |  |  |  |  |  |  |  |
| Alpha |  |  |  |  |  |  |  |  |  |  |
| Beta |  |  |  |  |  |  |  |  |  |  |

* Resources
  + A list of resources needed for development, including:
    - Hardware
      * A PC &or Laptop
      * Controllers (Xbox, PlayStation, Nintendo Pro controller, & Steam Controller)
    - Software
      * Blender
      * Unity
      * Visual Studio
    - People needed.
      * 1 to 3 people
    - Time needed.
      * 9 to 12 weeks (not counting weekends)