Team Flannel

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Description

We will develop a story-based game using the Unity Engine. The game will follow the story of a flannel-wearing player who goes on many adventures through the world. Users will be able to choose a name, pick their flannel, and start the adventure.

Users will be able to create an account to save their stats and progress. They will also be able to view other players' stats. Being able to sign in will allow the users to continue the game where they left off the previous time played, or save the game.

Another feature/deliverable that we plan to implement is flannel customization. Along with this will be different kinds of unlockable flannel, which unlock specific attributes and/or stats that allow the player to progress through the game with a different kind of gameplay.

The game will be single-player, free-world type game, much like Pokemon, so that once the game is complete the player can still traverse the world and still be able to play. Puzzles will be introduced to the player at various points, locationally and progressively throughout the game's universe.

Vision Statement

To inspire countless generations through meaningful storytelling and compelling gameplay with which players of all ages can relate to and enjoy

Motivation

We wanted to make a game which does not rely on fancy visual and sound effects or on manipulative marketing strategies, but rather one which provides player satisfaction through its play-reward system. Therefore, we set out to create a text-based game which may seem simple in conception, but in fact contains the viscerally satisfying and compelling elements which made gaming so attractive in its infancy.

Risks

New programming language - Unity
Inexperience with integrating database software with game
6 lines of communication (4 team members)

Risk Mitigation Plan

Will hold short Unity tutorial sessions during team meetings
Start as early as possible
Using Discord to communicate about meetings and work done outside of classes
Watch online tutorials outside of meetings
Using version control software in order to save work done

Version Control

Organization: https://github.com/Team-Flannel-CSCI-3308
Meeting Records: https://github.com/Team-Flannel-CSCI-3308/Meeting_Records
Milestone Records: https://github.com/Team-Flannel-CSCI-3308/Milestones
Source Code: https://github.com/Team-Flannel-CSCI-3308/Source_Code

**Since we didn't have the instructors' GitHub accounts, we were unable to share these repositories*

Development Method

- AGILE - the process of developing a game has numerous intermediate deliverables (e.g. player movement, enemy movement, UI elements, etc.), and these deliverables can and must be modified depending on task dependencies and which tasks have been completed at each stage
- Use Kanban to keep track of tasks and deliverables
- User Stories: previous experience of games and what we would like the game to look like

Collaboration Tool

Discord, Google Drive, GitHub, email

Proposed Architecture

Unity for frontend game development, using C# scripting
SQL for player scores and other data (login)
Saving game state to SQL server/Apache using POST to securely access users' information