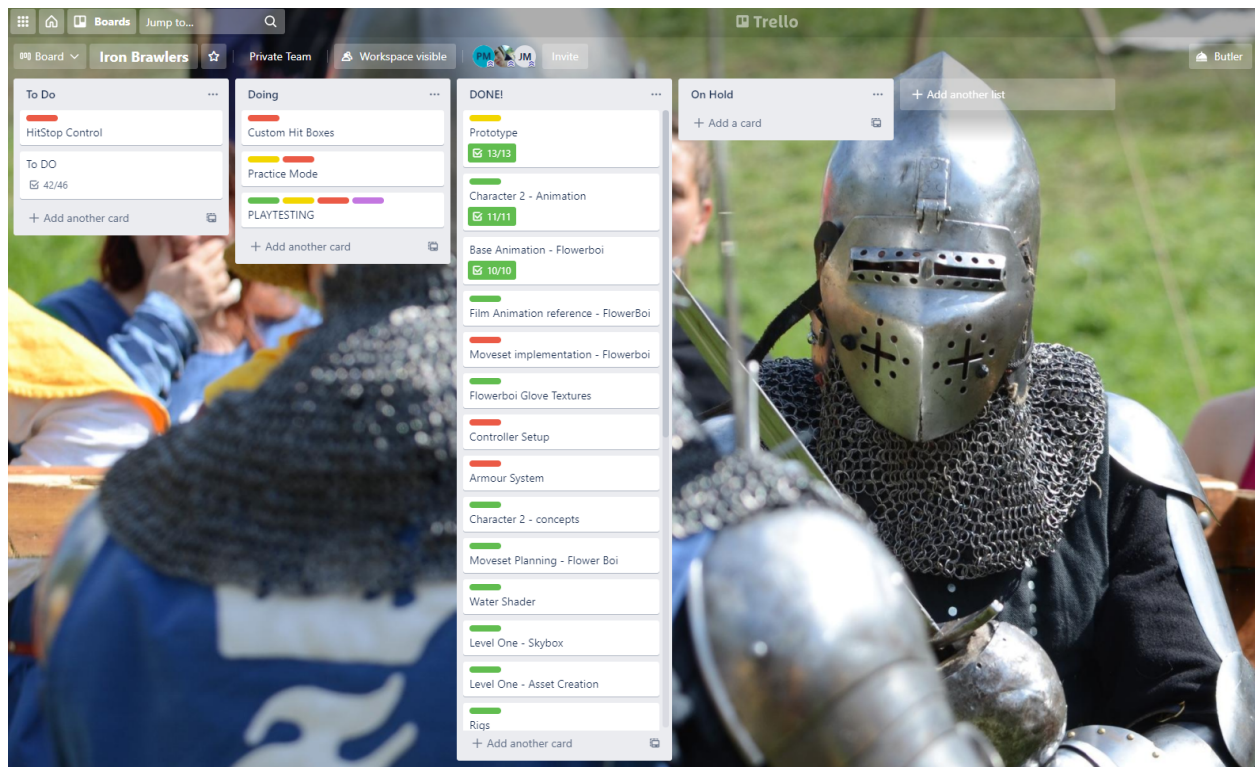


Iron Brawlers

Production Plan Document

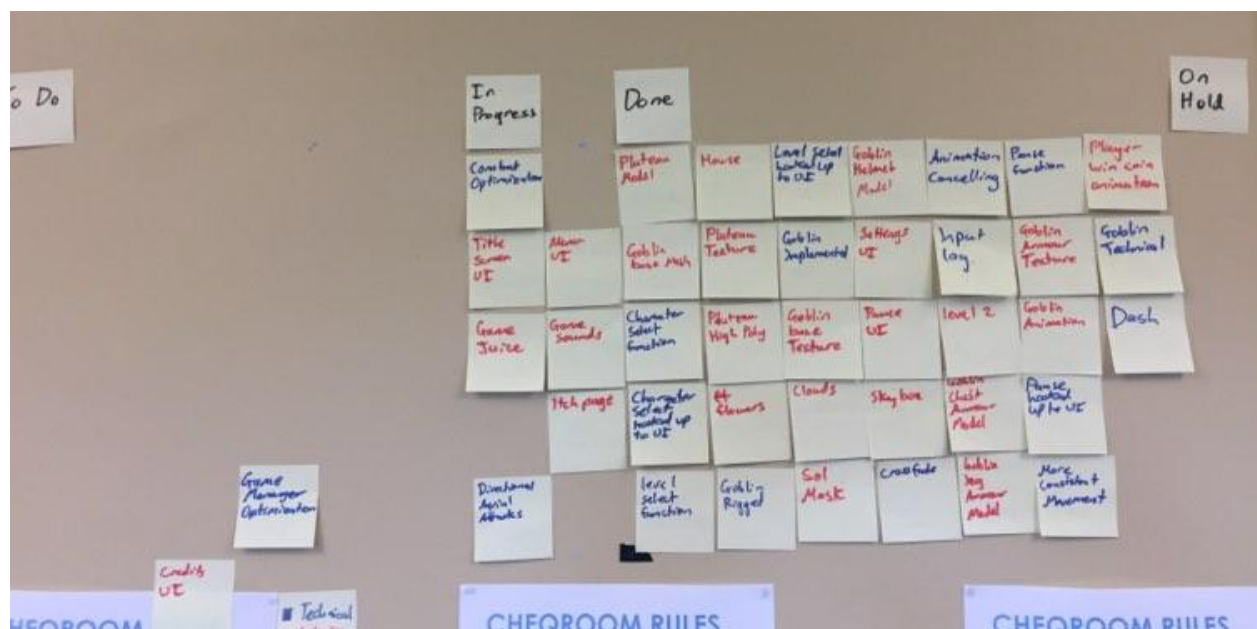
Trello

When we started working on Iron Brawlers, Trello was our go-to platform for creating task lists and tracking progress. Over time however, we discovered that we much preferred a physical Kanban for project management. Over the summer break, Trello was used again as we moved to working from home.



<https://trello.com/invite/b/58NbdZNI/5542e55bf8c0aedb48e61a425e7b72f0/iron-brawlers>

Day to day, agile was our main project management system for staying in communication about current and future tasks and tracking individual progress. We found that an in-person stand up was the most effective way of keeping on top of tasks. Being able to physically get up and move post-its is more engaging and led to more active discussions among the group. Having the project next to us on the wall means we are able to constantly review the state of the project with just a turn of the head.



Production Planning Notes

Pre-Alpha Production

Team focus over 3 weeks (7/9/2020)

Role discussion:

- Christa: UI / UX breakdowns, 3D modeling research (rips), retotopo
- Pete: Animation research, mixamo character with animations, animator setup.
- Josh: Core Systems for prototype, project management
- Dante: Concepts, game design

World building / character discussion:

- Armour should reflect character's faction
- Thinking about the two maps as first boss fight and final boss fight.
- Build the main hero character and pit them against the final boss / villain.
- Themes:
 - Organic vs mechanical
 - Machine vs environment

Armour system discussion:

- What if armour pieces don't retain damage but have a damage threshold.
- Hitting the same armour piece on your opponent repeatedly within a period of time will smash the piece causing knockback
- Maybe weapons have a damage threshold too: attacking repeatedly will break the weapon causing more knockback
- Option to recover going off map by blowing off armour. Also knocks back opponent.

Prototype Checklist (10/09/2020)

- Menus/ screens
- Start screen
- Player lives
- Knock off stage win
- Back to main menu quit
- Movement
 - Crouch
 - Double jump
- Direction jab (neutral, low, up)
- 3 hit combo animation
- Block
- 2 hurtboxes
 - chest hurt box legs hurt box
 - local coop on keyboard
- 2 types of armour
 - chest armour
 - legs armour

Mid Term Break Catch Up / Planning Session (5/10/2020)

Modelling

- Christa to work on base mesh in Maya before adding details in ZBrush(maybe?)

Rigging:

- Pete to research animation workflows and IK/FK switching.
- Pete to then start on rig using dummy mesh that will be replaced with Christa's character.

Animation:

- Pete to start researching martial arts styles and recording reference footage once rig is built.

Concepts / Design:

- Dante to move onto level design and research.

Systems / Programming:

- Josh to work on switching to raycast system.

- Josh to work on upgrading hitbox systems to custom detection.

Moves / Design chat:

- No edge grabbing: levels should be designed with platform options for players to get back in the fight if they are knocked.

Get off me move (core mechanic):

- Enables players to get back on the map, knockback opponent, open for combos.
- Players can use so long as they have at least one piece of armour.
- Move is weaker the fewer armour pieces they have, e.g. breaking armour with only one piece remaining does less knockback.
- Idea: what if you could choose how many pieces to blow up, e.g. players with three pieces can choose to just blow off their legs to create less knockback but with a directional input?
- 3 armor system: legs, chest (front & back 1 piece), and head.

ALPHA KEY FEATURES (!!!DON'T HAVE TO BE FINAL!!!)

- Flowerboi rigged with base moveset (jab, jump, sweep, aerial, dodge, armour break, block).
- Hit detection system and raycast system upgraded.
- Win screen (player 1 wins!) - 1 Basic level with skybox and platform assets

Alpha

Alpha Feedback (02/11/2020):

- Speed up character (lawrence)
- Jump doesn't lift character enough when falling, hard to recover
- Can currently cancel out of sweep into jab
- Move animations into anim.Play (avoid animator transitions)
- Hitboxes on attacks need to disable earlier, especially the sweep
- You can sweep while in the air
- Hit particles and sounds need to be different for strong attacks versus light attacks
- Jump need t add more velocity up, gravity is pulling character down too much

Beta

Beta To do (23/02/2021)

Systems / Programming:

- 2 players with controllers fighting each other
- UI navigation including back
- Down sweep attack working

Character select:

- Hide middle p1 & p2
- Dupe left side character
- Emphasise GO button with "A" button.
- Navigation instructions may have to change depending on Josh's progress.

Pause menu group:

- Needs to be update with font and colour

In-Game UI: - Player icons (renders?)

- Player X wins / KO
- Best of 3, maximum 5 rounds with 5 being final round.
- Players draw if timer runs out without KO in final round.
- (Idea: players go to 'draw' round with no armour, first to knock wins).
- Round timer (60 seconds - ideally would be customizable)

Particles:

- On armour hit particle
- On body hit particle
- Armour Breaking Particle

NOT BETA!!!

- Music:
- Song changes between rounds / screens etc.
- Music notes: - beat tempo solid - wood block is excellent - bridge could be repurposed as menu track - big guitar solo

Woody's playtest notes (01/03/2021)

- Hitstun too long
- Take timer out
- Various inputs overlapping (maybe?)

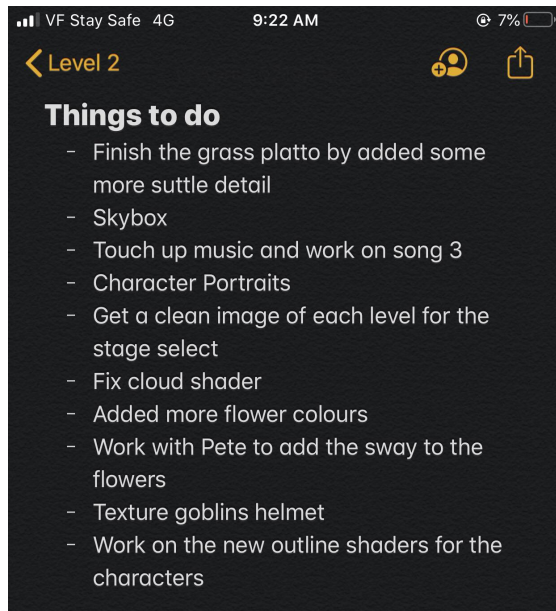
- Rock Paper Scissors
- blocking beats jabs, jabs interrupt heavies etc
- outline thickness on ui make universal
- character portrait outline give stroke
- flash or particle indicating heavy attack is initiated
- emphasise aerial combat
 - D-pad control would be nice

Marketing Plan

Our marketing plan is aimed at giving us a strategy from course submission date until eventual release. The reason for this is that we wanted to create shareable content at a point in the project where we had unique and strong visual assets worth sharing. We will be starting to market our game from 13th April, aiming for an Alpha Test release on 24th April, 2021.

https://docs.google.com/spreadsheets/d/1m5s_ihHebm0ACpomttJIZ6zzBQQm04_P_c9SNsTXzYw/edit?usp=sharing

Evidence of Individual tracking & planning



Level 2 stuff to do

- Logo
- Hook up spots for all 3 songs
- Hit trails for moves
- Goblins helmet
- Dev blogs and re sub

Need to do list 2 weeks out

- add sunflowers to level 2
- Start logo design
- Help pete with ui
- Fix contrast issues with the characters
- Dev blogs
- Start working on the itch page

Final push list

- finish particles
- Finish music
- Fix render issues with particles
- Dev blogs
- Finish logo
- Work with pete on itch io stuff
- Tune and tighten up hits and hot boxes
- Tighten up knock back
- Implement all particles to all characters
- Fix level hit boxes
- Play test a bunch
- Hook up the right portraits for each character when in game

