# Tools 3D Module - Concept, MDA & MoSCoW

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**Concept**

Give your game a name and write down the description, try to use **at least 10 sentences** to describe what your game is about. Don’t go into much details, and don’t forget to explain winning and losing conditions. See this as a description displayed on the app store or on the back of a disc cover.

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| --- |
| **Game title: Catch that flight** |
| **Description:**  You must kill everyone because otherwise your character will die. So you are constantly alert for new enemies in your surrounding and constantly looking at the clock because otherwise you lose.  If it takes you too long your time is up and you lose.  If you take too much damage your HP is up and you lose.  Get to the (…) in time to win. |

**MDA Table**

Put down **at least** 5 elements per field. Ofcourse; more is better.

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| **Mechanics:**  Walking player movement  Camera Movement  4 types of attacks  Animations  AI movement/attacks  Sounds  Starter scene (for storyline) |
| **Dynamics**  You must kill everyone because otherwise your character will die. So you are constantly alert for new enemies in your surrounding and constantly looking at the clock because otherwise you lose.  If it takes you too long your time is up and you lose.  If you take too much damage your HP is up and you lose.  Get to the (…) in time to win. |
| **Aesthetics:**   1. Sensation 2. Fantasy 3. Narrative 4. ***Challenge*** 5. Fellowship 6. Discovery 7. Exression 8. ***Submission*** |

**MoSCoW Table**

Put down **at least 5 elements** per field. Ofcourse; more is better.

|  |  |
| --- | --- |
| **Must have**  Walking player movement  Timer count down | **Should have**  A menu  Tutorial on how to play |
| **Could have**  Ff | **Won’t have**  Different modes to play  Multiplayer  Different levels/Custom levels  Customizable controls |

**Planning**

Use your MoSCoW table to create a general planning for yourself. Below here you can see an example. Feel free to do it anyway you like, as long as it contains the same information.

|  |  |
| --- | --- |
| **What** | **When** |
| Concept done | 14-04-2020 |
| Basic setup of the game with some moving cubes and a terrain | 16-04-2020 |
| Timer count down / UI and beginning of spider movement | 21-04-2020 |
| Spider movement done | 28-04-2020 |
| Bomb plant/activater | 05-05-2020 |
| Level design done, time for bug fixes and balancing | 11-05-2020 |
| Everything finished | 21-05-2020 |

***Note:***

*Ik weet niet precies of deze planning zo klopt en vind het zelf ook heel erg lastig om te plannen omdat ik mezelf er ook heel slecht aan houd en het kan zijn dat ik straks bijvoorbeeld eerst aan de gang ga met de spider movement voordat ik de timer heb gemaakt.*