

Technical Analysis

Top Down action RPG

Document version 0.1

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Overview

This game is a windows .exe packaged game to entertain players. This top down action RPG game is a game where you are a girl that needs to save her village. With randomly generated levels fun is guaranteed. You need to earn strength and items in the forest to kill the “boss”. The boss is currently occupying your school. Walk around fulfill quests play levels and get stronger and better.

Possibilities

- Mobility / Walking system.
- Inventory system (Picking up items and use items).
- Shop system (Buy items).
- Minimap system (Show player, maria)
- Interacting system with A.I. (Maria and enemies).
- Teleportation system for entering levels.
- Village and forest in 1 map.
- Fighting system with the enemies.
- 8/16 bit art style.

Impossibilities

- None

Estimated costs (Based on completing the project within 5 weeks)

Product	Price	Calculation
Unity pro license	€ 220	https://store.unity.com/ 120 per month, since the project is 5 weeks we need to pay at least 2 months.
Photoshop	€ 40	https://commerce.adobe.com 20 per month, since the project is 5 weeks we need to pay at least 2 months.
1 Developer (Contract)	€ 8.000	€ 40(rate) * 200(hours) = € 8000.
1 Artists (Contract)	€ 6.000	€ 30(rate) * 200(hours) = € 6000
1 Sound engineer (Freelance)	€ 3.000	€ 30(rate) * 100(hours) = € 3000
Estimated Total:	€ 17.260	

Risks

- Buying assets that are compatible with each other.
- Finding sounds that fit with the art style.
- Finishing the whole project within 5 weeks.

Minimize the Risks

Try to find complete asset pack instead of buying separate assets. If there is something that should be custom made hire an artist after buying the asset packs, so that the artist can make sure it is in the same art style.

Solutions

The solutions can be found in the "Assignment Report" document page 5.

Conclusion

There are no impossibilities for this project, this makes it totally doable. There are a few risks to keep in mind. The end result of the game should feel solid and nice. Therefore all assets need to be compatible and work together.

Solution #4 has been chosen by the client. More details about this solution can be found in the "Assignment Report" document page 8.