

Plan of Approach

Top Down action RPG

Document version 0.1

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Resources

Role	Tasks	Who	Critical role
Artist	Create the art listed on the assets list.	John (Contract)	Yes
Developer	Write the gameplay and game mechanics and integrate the art/sound assets in the game.	Menno (Contract)	Yes
Sound engineer	Create the sound effects and musics listed on the assets list.	Do (Freelance)	Yes
Project manager	Make sure everyone is motivated and does their jobs. Keep track of the deadlines and make sure we make them. Keep the client up2date.	Menno (Contract)	Yes

Required hardware/software for our team members

Software required

- Unity (Game engine: used to combine scripts with assets making the game and compile it to a .exe).
- Photoshop (Used to create art).
- FL Studio (Used to engineer sound).
- Visual Studio (Used to write code for the game).
- Sourcetree (Used for our GitHub repository).
- Chrome (Used to communicate with our team and to distribute the game).
- Windows (Used to run Unity, Visual Studio, Chrome, FL Studio, Photoshop The game).

Hardware required

- 3 computers or laptops that can handle Unity, FL Studio, Photoshop

Minimum requirements

- processor: i7 6700k
- Graphics card: GTX 960m
- Storage: 512GB SSD/HDD
- Ram: 8GB

Boundaries

Boundary	Flexible
Budget 18.000 euro	No
Start date 25 February 2019	Yes
Deadline 29 March 2019	No
3 employees	yes

Milestones

Milestone #1: Finishing documentation

When do we achieve this milestone:

Finishing the Plan of Approach, Technical Design, Technical Analysis, Functional Design, Assetlist and Assignment Report.

Which roles do we need to achieve this milestone:

We'll need to project leader to finish these documentations.

Milestone #2: First playable

When do we achieve this milestone:

We should be able to walk around in the overworld correctly. This means that we have colliders, grass tiles or paths to walk on. And walls or cliffs to run in to.

Which roles do we need to achieve this milestone:

We'll need an artist for the grass tiles, cliffs, paths, character with animation art and a developer for making the movement system and colliders.

Milestone #3: First random generated level

When do we achieve this milestone:

To achieve this milestone I would like to be able to walk around in a randomly generated level. There is no need for enemies yet, I'd just like to be able to walk around in a randomly generated map. The level should have art for the floor, walls, doors.

Which roles do we need to achieve this milestone:

We'll need an artist for the walls,ground,doors art and a developer for making the random generate system for levels.

Milestone #4: First chat with Maria

When do we achieve this milestone:

We should be able to interact with Maria. This means that we should be able to stand close to her and press a button to start a conversation. Maria should be able to tell us something. The subtitles should be shown at the bottom of the screen.

Which roles do we need to achieve this milestone:

We'll need an artist for the character Maria and a developer for making the basic interaction system.

Milestone #5: First fight

When do we achieve this milestone:

This milestone will make us a little more excited. We should be able to attack enemies and enemies should be able to walk around and attack the player. This means that the Enemy A.I. system should be finished.

Which roles do we need to achieve this milestone:

We'll need an artist for the enemy characters, bullets and UI and a developer for making the attack system, Enemy A.I. system, Damage handler, health system.

Milestone #6: Entering levels

When do we achieve this milestone:

For this milestone I want the players to be able to enter levels through trees in the forest smoothly.

Which roles do we need to achieve this milestone:

We'll need an artist for the trees and fx art. And we need a developer for the entering level system.

Milestone #7: Boss level

When do we achieve this milestone:

For this milestone we should finish the boss level and boss fight. We also need to finish the credits scene since this is what is played next.

Which roles do we need to achieve this milestone:

We'll need an artist for the art that is needed for example: boss, building, bullets. And we need a developer for the whole boss A.I. system and boss level system.

Milestone #8: Wrapping up

When do we achieve this milestone:

We need to finish up some details to make the game more polished. The entire UI system should work: In-game HUD, Main menu, Settings, Sounds should be added. The game should be ready for playtests :D!

Which roles do we need to achieve this milestone:

To achieve this milestone we need a Developer, Artist, Sound engineer since we are completing the game for playtests.

Costs

Role	Hourly costs	Software costs per hour	Total costs per hour	Hours	Total
Developer	€ 40	€ 1,10	€ 41,10	200	€ 8.220
Artist	€ 30	€ 0.20	€ 30,20	200	€ 6.040
Sound engineer	€ 30	€ 0,-	€ 30,-	100	€ 3.000
Total costs per hour for project:			€ 101,30		
Total sum costs for project:					€ 17.260

Software	Role	Costs (5 weeks)
Unity pro	Developer	€ 220
Photoshop	Artist	€ 40
FL Studio	Sound engineer	€ 0,- (Since he's a freelancer)