* Based on previous sprints as a team we concluded that logged an average of 5 hours a week.
* This led us to conclude we log a total of 15 h ours a week between each team members.
* By these figures we are projected to log 75 hours by the end of the project cycle.

***Our game is going to have the following mechanics:***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Group Project  L4/5 Group 19 : Mission statement |  |  |  |

|  |  |
| --- | --- |
| Mechanics | Predicted working hours |
| Wind mechanic with optimum variables based on playtesting. | 4 hours |
| Stamina capsules functionality that will propel player character in short bursts. Optimum variables will also be based from playtesting. | 6 hours |
| Delayed launch mechanic that will automatically run opponents at the default power if they have yet to launch their characters in the time given. | 2 hours |
| Tweak the variables of the launch mechanic to allow for an optimum distance travelled by players. | 8 hours |
| Total: | 20 hours |

***Our game is going to have the following assets***

|  |  |
| --- | --- |
| Assets | Predicted working hours |
| Sprites for Imps (throwing objects): | Completed |
| Sprites for God’s hands (player character) : | Completed |
| Modular tile set to create levels: | Completed |
| Implement/ rebuild parallax background into game: | 4 hours |
| Sourced sound effects and background music and edit them to be suitable for game: | 8 hours |
| Serif and san serif fonts to be implemented: | 2 hours |
| Instruction screen to be created and implemented into game: | 3 hours |
| Stamina (thunder strike animation) to be implemented: | 3 hours |
| Total: | 20 hours |

***How will the game meet the brief?***

Our final presented game will meet the brief as it will be a two player adversary game based on informed physics mechanics. The final game will also meet the brief as it will have mechanics and variables which have been tweaked to perfection through constant playtesting with players.