

IADE

Winner Takes It All

Production Plan



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1. The Project

The game is a real time strategy turn based multiplayer game that allows up to 4 players to play in a 4 vs 4 match. The world is created using a hex map of 5 different types of tile.

The game runs in a loop of turns until one player is victorious.

Each loop is divided in a movement phase and a combat phase.

In the movement phase each player has energy that they can spend to move in the world. In this phase they should strategize their movement to collect loot and take advantageous positions over their opponents. When this phase is complete the game goes into the combat phase.

In the combat phase players can decide to attack (or not) other players with the loot they collected and try to kill them.

The last player alive is victorious.

1.1. Media notes

1.1.1. Art

The team is still unsure with the theme we want: a darker or lighter.

The graphics used in the main game are 3D, low poly to increase performance and reduce workload for the team. The tiles will be 3D cube models. To differentiate tiles, they will have different materials.

A 3D model and animations for the player character will also be necessary.

1.1.2. Audio

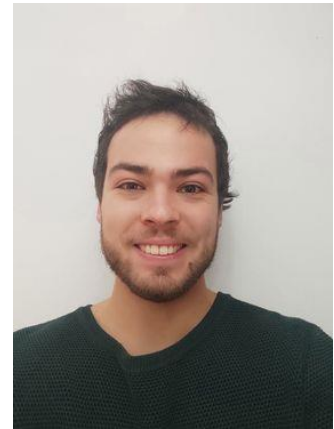
Depending on the theme decided for the game the audio will compliment this decision.

2. The team

Vasco Correia, 23 y.o.

Born and raised in Lisbon, Portugal, started studying Electrical, Communications and computer engineering. Since 4 years old I always had a passion for videogames and games in general. The challenge, progression, competitiveness, and problem solving they provide always captivated me, leading me to the decision of enrolling in Games Development in IADE.

Now, tackling the logic of implementing and creating a simulated environment is my favorite part of the process. Among my interests are Physics, programming, astronomy, and dialogues.



Tomasz Wasilonek, 34 y.o.

Born and raised in Warsaw, Poland. I am a full-time frontend developer, with many years of experience programming applications for the web. After work I like to explore and learn new things, generally related to being creative, ex. Playing guitar, painting, programming and music production. A year ago, that desire for constant improvement led me back to the University to (finally...) get a degree, and when I saw that there is an opportunity to go for a student exchange program to learn Game Development in Lisbon, I couldn't let that opportunity pass away.



I am also an avid traveler and “digital nomad”. I have lived in Poland, Italy, England and Vietnam, I have completed a 900 km hike across Spain and I’ve wandered for half a year through South-East Asia. Now it’s time to explore Portugal, and learn something cool along the way.

3. Initial Planning

The development is divided into 14 sprints, each one lasting for 7 days.

There are also three major milestones throughout the whole course of development:

- The documentation and ideas presentation (on 5h of October)
- The prototype of the game (23rd of November)
- The vertical slice (8th of January)

Below there are tables for every sprint until the end of development.

Week	Task	Domain	Responsible	Time needed
Week 1				
04 - 10.10	Finish GDD and make presentation	Game design	Vasco and Tomasz	3 days
	Setup Unreal Project, create basic level with boxes	Game design	TBD	1 day
Week 2				
11 - 17.10	Test pathfinding system with 1 actor and 1 obstacle	Exploration	TBD	3 days
	Create system of initial 5 types of tiles so they can match together to form a level (no fancy graphics)	Exploration	TBD	2 days
	Setup camera and it's movement	Exploration	TBD	1 day
	Enable Player to move for a set amount of tiles in one turn.	Exploration	TBD	1 day
Week 3				
18 - 24.10	Make loot tiles interactive and giving a random loot to the player	Exploration	TBD	1 day
	Create fog of war	Exploration	TBD	1 day
	Create the fog of war disappearing system for 1 player	Exploration	TBD	1 day
	Create the Combat phase	Combat	TBD	0,5 days
	Allow players to attack each other (UI, etc.)	Combat	TBD	1 day
	Create dummy Weapons representation	Combat	TBD	0,5 days

Week 4				
25 - 31.10	Program logic of attacking with different weapons	Combat	TBD	3 days
	Show weapons in player's hand	Player	TBD	1 day
	Player's damage system and UI representation	Player	TBD	1 day
	Create loot types	Exploration	TBD	1 day
Week 5				
1 - 7.11	Create Player inventory management and UI	Player	TBD	2 days
	Create basic game loop placeholder with turns and ending condition	Game design	TBD	2 days
	Setup Matchmaking and Game servers, database etc.	Networking	TBD	5 days
Week 6				
8 - 14.11	Create / find animations for attacks and VFX	Combat	TBD	5 days
	Connect players to make them play together, manage sessions etc.	Networking	TBD	5 days
Week 7				
15.11 - 21.11	Manage game loop in multiplayer mode (switching turns, showing correct fog of war and feedback to each player)	Networking	TBD	5 days
	Build the level for the vertical slice	Game design	TBD	5 days
Week 8				
22-28.11	Refine player movement system	Player	TBD	3 days
	Manage game loop in multiplayer mode (switching turns, showing correct fog of war and feedback to each player)	Networking	TBD	5 days
	Manage state when player is killed	Game design	TBD	1 day
	Manage state when player is the winner	Game design	TBD	1 day
Week 9				
29.11 - 5.12	Refine the UI of the main game scene	Game design	TBD	2 days
	Create the UI for entering and exiting the game	Game design	TBD	2 days
	Make the game pretty - Add better graphics and models, SFX and VFX	Game design	TBD	5 days
Week 10				
6 - 12.12	Build the level for the vertical slice	Game design	TBD	5 days
	Make the game pretty - Add better graphics and models, SFX and VFX	Game design	TBD	5 days

Week 11				
13 - 19.12	Build the level for the vertical slice	Game design	TBD	5 days
	Make the game pretty - Add better graphics and models, SFX and VFX	Game design	TBD	5 days
Week 12				
20 - 26.12	Testing, Bugfixes, Additional scope if possible	Refinement	TBD	5 days
Week 13				
27.12 - 02.01	Testing, Bugfixes, Additional scope if possible	Refinement	TBD	5 days
Week 14				
03 - 09.12	Final presentation prep, refinements, bug fixes	Refinement	TBD	4 days