Art

A major component of this project is the art development and style of the game. This role was given to Thomas to ensure a cartoon styled appearance for the game. This role includes requirements such as creating and animating the character sprites, UI elements to be forwarded onto the UI designer and multiple level design items such as pickups and background images.

The first of the requirements is to create the character sprite, this is so that it can be sent to the programmer to implement the movement mechanics of the sprite. This is aimed to be completed in 2 weeks, to ensure that quality is good enough for a group standard. Animations for the character will be implemented alongside this to allow the programmer to work from a suitable character who works artistically. The character sprites are the main priority for the artist, then all other requirements will follow to build of a working, moving character. For example, fruit icons and enemy sprites will be completed the following week after the sprites, to ensure a constant workflow for the programmer and not have them delayed with assets. To follow this, the artist will oversee the polish and making an overall theme for the game. This task will be an ongoing effort throughout all the weeks but will be given full attention in the middle of February, to ensure all higher priority tasks are completed before creating the final product.

Programming

The programming section is a very important component of the creation of the game and should be completed as soon as possible for the debugging and testing to occur. The programmer will work with both the artist and the design team in order to get a vision of the game. Working closely with the design team will give in idea of the levels in the game and the manoeuvrability the player requires. Whereas working with the artists should give an idea of the animations the main character can perform.

The programming of the game will start on the 11th January, starting early and getting basic mechanics done as soon as possible allows more time for bug hunting in the game, ensuring a better-quality game. The main priorities that needed to be completed first are the movement of the main character as well as the ability to pick up the fruits. These are fundamentals to a platform style game and shouldn’t take longer than a week to implement. After the implementation of these two-core mechanics the programmers will move onto coding the 6 powerups in the game. This area will take longer to complete therefore, the programmers have been given 3 weeks in order to fully implement the power ups into the game. During this time the artists would have character sprites that can be implemented as well as the design team having basic level design. After 3 weeks working on powerups the programmers will move onto other fundamentals such as dying, respawning and checkpoints. These mechanics should only take a week for the programmers to implement into the game at a finished level. By the time these mechanics are implemented to a high level the UI design by the design team should be completed as well as animations for dying and respawning by the artists. The final section for the programmers to focus on is building on the previous week of coding and moving onto pausing and continuing the game, as well as quitting and loading a saved game. This much like the week before shouldn’t take long for the programmers given the UI design has been completed by the design team, it should take a week for the given mechanics to be complete.

Overall, programming should be done by the 22nd of February giving around 3 weeks for testing and bug hunting in the scripts ensuring a complete game by the end of the project.