

# Project Plan

## Scope of Work

This project involves creating a 2D physics-based adventure game inspired by *Bounce Tales*. The game will be developed using Unity, emphasizing player controls, engaging gameplay mechanics, creative level design, and a polished user interface. The project will enhance knowledge of Unity, C# scripting, game mechanics, and user interface design principles.

## Team Members

### 1. Zarshedjon Nasimov - Project Manager & Audio Designer:

#### **Responsibilities:**

- Oversee the project timeline, task assignments, and team collaboration.
- Create and integrate sound effects, background music, and audio scripts.

#### **Deliverables:**

- Project plan, timeline, and progress updates.
- Audio assets and integration scripts.

### 2. Rustam Kodirov - UI/UX Designer:

#### **Responsibilities:**

- Design and integrate the user interface, including menus, HUDs, and game over screens.

#### **Deliverables:**

- UI assets, main menu, and game over screens.

### 3. Sukhrobjon Jalolov - Player Controls Developer & Gameplay Mechanic Developer:

#### **Responsibilities:**

- Implement player controls, including movement, interactions, and boundary restrictions.
- Develop core gameplay mechanics and integrate puzzles or challenges.

#### **Deliverables:**

- Player control scripts, interaction logic.

- Gameplay scripts and integration with the game.

#### 4. Sarvarbek Azimjonov - Environment Designer:

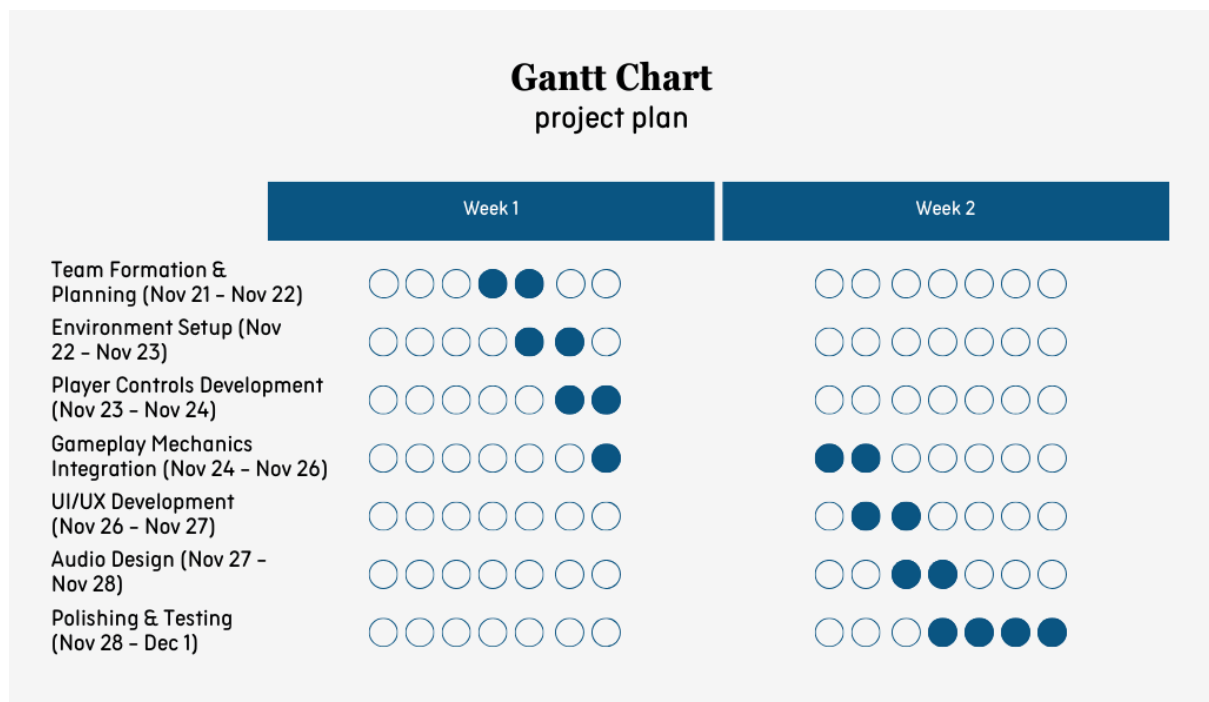
##### Responsibilities:

- Design 2D levels, including backgrounds, terrains, and visual aesthetics.
- Set up the environment in Unity.

##### Deliverables:

- Environment assets, background designs, and environment setup in Unity.

## Project Phases



- Team Formation & Planning (Nov 21 - Nov 22)**
  - Assign roles and create the project timeline.
  - Set up a GitHub repository and collaborative tools.
  - **Assigned to:** Project Manager
- Environment Setup (Nov 23 - Nov 24)**
  - Develop and integrate 2D backgrounds, terrains, and visual elements.
  - **Assigned to:** Environment Designer
- Player Controls Development (Nov 25 - Nov 26)**
  - Implement responsive player controls, including physics-based movement.
  - Define boundary restrictions and interactions.
  - **Assigned to:** Player Controls Developer
- Gameplay Mechanics Integration (Nov 27 - Nov 28)**

- Add engaging challenges like puzzles and collectibles.
  - Integrate gameplay mechanics with levels.
  - **Assigned to:** Gameplay Mechanic Developer
5. **UI/UX Development (Nov 29 - Nov 30)**
- Design intuitive menus, HUD elements, and game over screens.
  - **Assigned to:** UI/UX Designer
6. **Audio Design (Dec 1 - Nov 28)**
- Create and implement sound effects and background music.
  - **Assigned to:** Audio Designer
7. **Polishing & Testing (Nov 28 - Dec 1)**
- Test game functionality, identify bugs, and optimize performance.
  - Finalize assets and prepare the GitHub submission.
  - **Assigned to:** All team members