CCM2426

Unity Project

Group Project

Group Name: *Eleusinians*

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Section 1 - Preface

Abstract

This group coursework is about discovering how to use new program for creating the games and importance of working in team. The main aim of this group coursework was to write a scenario of a game, create animations related to it and produce a game using given animations and writing certain java scripts. The main problem of this project was to discover how to use Unity and create the new game. In the beginning of this project all work was distributed between our members of team. It helped us to do few parts of work at the same time. While doing this project we learned new programming language and discovered how to work with Unity. What is more, it taught us how to work in teams and what is important in teamwork. Final product of this project is the game, which is created by our team members and evaluated by some students, who filled given questionnaire.

Introduction

This CCM2426 project was about team work and project management. Our team consisted of 4 people and one additional member to help us complete our project. The project itself was to make a game with the help of an additional member and record the process and the management of the project. Making the game is only the part of this project. The main aim's were to discuss and document, possible problems that might occur during project and project scenario what do your team aim's to develop and how does it solve the project problem. Background and Literature review which describes background context of our research problem and what methods did we choose to solve the problem and what are the alternatives. Furthermore the aim's were project management analysis and design specifications for describing our group work and how did we carried it out. Product evaluation and methods chosen on how to implement the project evaluate the possible outcome of the product as well as ensure its quality. Further aims were studying the results obtained from evaluation and identifying any issues or faults of planning methodology, making a manual on how to use the product. All these tasks helped us as students to gain more knowledge and experience about project management.

Working with a student from another course also provided helpful experience on working as a team. This was useful to broaden our experience, setting deadlines, arranging meetings and planning the project. This also gave us a valuable experience in how to work flexible with other people and how to divide the work between the group to produce better and more efficient working progress.

UNITY, a game engine, was used as a default tool for the game development part of this project. Unity is a game engine which helps to develop games in an easier, faster approach

then other, older engines. This game engine has a friendly interface and simplified script programming. It is easy for programmers and animators to collaborate under this game engine. So every member of the group had to learn and do some research about this new tool for this project. This broadens our understanding and helped us to look to new possibilities in programming. As well as giving the experience on how to work with new pieces of software and what the best approach is to quickly learn new laws of the game engine.

All in all this project is about project management itself and the documentation of the work that have been carried out to complete the project and what are the outcome of the project and how does it differ from the aims that were set at the beginning and what have influenced it how and why.

Problem Definition/Project Scenario

In this project we had to create a game using Unity. The main problem of this group project was to learn how to use it. In the beginning of this project we wrote the scenario of our game and gave it to Animator. While he was creating animations for our game we were studying Unity and learning how to use it. When some of the animations were finished we were trying to create a game putting all of them together and writing the java scripts. We had some meetings on our laboratory sessions (See Appendix A – Group Meetings), where we were discussing our work and progress, giving some new ideas or advices to members of our group and getting recommendations from our group tutor. What is more, we had few extra meetings to work on our project in a group and get feedback from members of our group if needed. The product that we were attempting to produce had to be logical game, the predecessor of game called “Oddworld: Abe's Oddysee”. There had to be between 3 and 5 levels, some obstacles and quests, which users had to solve to get on another levels. Unfortunately, we were not able to make everything we have planned, because of the lack of time. We were able to produce only one level of this game and the main character. We did not manage to rotate animation when our main character is moving backward.

Background Information

Based on the task provided, our main goal during this project was to gain relevant knowledge in games development and project management topics. The core concept of this research was to create an interactive game using the Unity game engine while collaborating with a student from ‘3D Animation and Games’ course. He had to provide us with the material needed for the graphical content of the game and our task was to develop the game logic using JavaScript programming language. Although we have not received most of the required material, we have tried to cover the work that was not done by the animator.

The storyline of the game (see Appendix F) was not fulfilled as there was not enough time to do it. Our group is planning to get back to this game at some point in the summer. We are strongly considering spending the required amount of time to finish it.

The report had to be produced alongside the game to document the phases of the project. It reflects our workflow and techniques used as well as provides with the in-depth explanation of the project and how we achieved the goals. Combined knowledge of project management and programming was used to plan, implement and maintain the project.

Regular group meetings were held to keep track of the progress and discuss the important issues as well as divide the work for further research and receive feedback for our progress from our tutor. During these meetings, each group member was also designated for a particular task which reflects his/her skills possessed. We were also attending separate meetings with the animator where he showed us his progress and shared his knowledge about animations. General subjects invoking games were also covered during the first weeks of the project. We were discussing issues about our progress afterwards. The deadlines were also crucial in order to stay on schedule and avoid problems with timekeeping. We were using some project management tools, such as WBS (See appendix). We have decided not to research Unity engine by reading the manual books or guidelines as it is self-explanatory enough to be learnt while programming. Despite that, we were still looking for video and audio material to widen our knowledge about this software.

Section 2 – Project Management

Detailed Project Management

Each group member work was set as a goal every Monday after our laboratory session. I considered the particular time the most appropriate as we could receive some tips and feedback from our tutor who was supervising us.

More specifically, in a weekly basis, we were posting each member's task in an online forum which was provided by our tutor. Also, all of the group members and our supervisor were able to create a post or reply to the particular discussion forum. Moreover, we were communicating online through Skype about our meetings at the supervising sessions every Monday and at the 3D animation laboratories every Thursday as well as various issues of the project itself.

Although starting the project was delayed due to some organization issues of finding an available session to be supervised, at our first group meeting (Appendix A, Group Meeting 1), most of the group were there except Idenas and that has helped the project to start good enough. At the particular session, we have set a role for each present group member and we have joined the Facebook group of the 3D animators' class. Then, we have also set some objectives for the next week. These were set according to our role and our physical availability, in other words according to each person living place. Due to the fact that I and Kalnius were living near the university, we were responsible to attend the 3D animation session and post in the online forum any news so the rest of the group will stay informed. And finally, Veronika had to research about Unity software and provide a basic manual for the rest of the group. In the next few weeks (Appendix A, Group Meeting 2-7), we have discussed about the type of the possible game, some concepts of it and we have researched about some other similar games. Then, we have set some tasks for each group member.

Risk Analysis

At the last group meeting with our supervisor, we had realised that waiting for the animator to provide us with some graphical concepts was not so good idea. This happened due to the insufficient assessing of the possible project risks. Although we did not managed to communicate with the animator, we could start writing some parts of the reports and essentially start creating the design of the game in Unity as well as learning the scripting language by practising JavaScript with the few graphical objects we were already provided by the animator.

Another possible risk, which was managed successfully, was the assign of specific group role inside the project. At the first supervising meeting, we assign some static roles for each member, but after the Risk assessment, we realised the in case of someone could not attend the meetings, or if a group member had a weakness in a particular subject of his/her role,then a big part of the report would fail. Therefore, instead we did not assign a static role for each

group (except from the group manager role, as it essential the group to be managed throughout the project), but we were assigning different roles with different tasks each week, according to our strengths in order to produce the best possible outcomes for the project. Afterwards, at the next week, we were providing feedback to each to even improve the work quality.

Planning Tools - Group Project Proposal

Creating a project proposal is very helpful way to start your project. While Group Project Proposal (GPP) is not really a Project management tool, it is equally essential, as it helped the entire group to set the fundamental goals of the project and ensure that each and every group member understand them (See Appendix C).

Planning Tools - Work Breakdown Structure

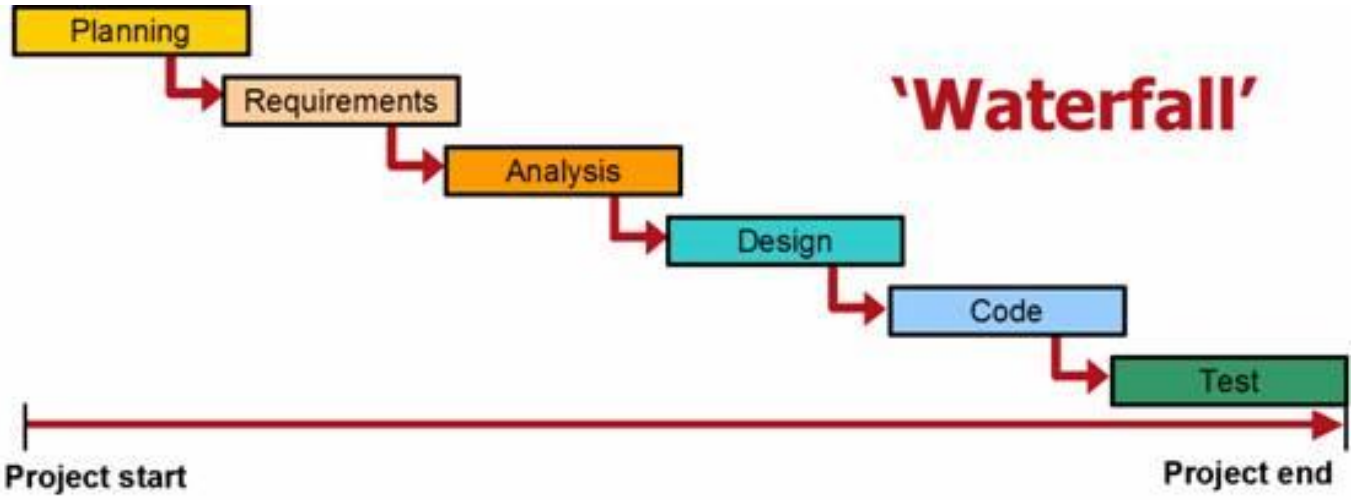
After we got a general idea of the project goals from GPP, we had used the Work Breakdown Structure (WBS) tool (See Appendix D), which was essential in order to understand the project activities and tasks. While using this tool appropriately, someone can ensure that no project task will be missed, everyone will understand each project's task and it will be easier to divide the job to each group member.

Planning Tools - Work Division

Finally, using the latest version of my WBS (after improving it using my colleagues feedback), I have divided the work into each member. This work have consisted both the actual project activities and the report generating. The project activities (See Appendix E, Project Activities) were divided according to the skills that each member possessed however at the supervising sessions we sometimes altered this for practical reasons. As far as concerned the report generating (See Appendix E, Report Generating), each group member had assigned to create a 20% of the report's mark (where the last 20% is given for the grammar, the readability and the teamwork.).

Product Development

In order this project to be successful a particular project management methodology was used to carry out the various sequential steps that require to complete the project. There were many methodologies that we could have used. Although we choose the Waterfall Methodology due to the lack of time we had. This methodology has the following standard stepsthat are used in every project and they are shown in the following chart.



Waterfall Methodology Model
(Project Smart, n.d.)

Planning (Laboratory Meeting 1)

When the project has started at the first supervising session (See Appendix A, Laboratory Meeting 1), we have assigned roles according to what skills had each group member. Additionally, we had tried to communicate to the animator through the Facebook group of the 3D Animation and Game (See Appendix F, 3D Animation & Games Wiki Facebook Group) in order to arrange a meeting with him.

Requirements/Analysis (Laboratory Meeting 2)

At the next supervising sessions (See Appendix A, Laboratory Meeting 2),we had discussed about the game's genre and about various concepts around it, such as the storyline (See appendix F) and the logic of the gameplay.

Design (3D Animator's work)

This step should be done by the animator. After we grouped up with Sean Lahiff (See Appendix B, 3D Animation Lab results – Week 1), we had agreed to create a Side Scroller game, which in terms of its graphical design, it would consist:

1. The starting background of the game, which is a cave's entrance (See Appendix B, Game's Starting Background) that we have never received.
2. The inside the cave background, which we have received uncompleted in a form of a testing background (See Appendix B, Incomplete Cave's Background).
3. The character in a form a green alien (See Appendix B, Incomplete Main Characters). Moreover, he would have made a walking animation for this character (See Appendix B, 3D Animation Lab results – Week 7).
4. The enemy character who would be a ball-like mechanical robot(See Appendix B, 3D Animation Lab results – Week 7).
5. The obstacles which could be various background objects.

Code (Extra Meeting 1, 2)

In this process, when I and Veronika were physically in the same place, we were extreme programming, in other words when one person has been programming the other one was watching and then the opposite. As the programming language was JavaScript, which is similar with Java (that we have experience on), we find out that even for Unity, JavaScript has different syntax. Therefore, I am very delighted that we have managed to complete a fair amount of coding, which that consist the movement of the character, the movement of the camera and the movement of the lifts with the character on it. We were extreme programming the first day (See Appendix A, Extra Meeting 1) and at the second day (See Appendix A, Extra Meeting 2) we were working individually and we were exchanging ideas through Skype.

Test (Extra Meeting 2)

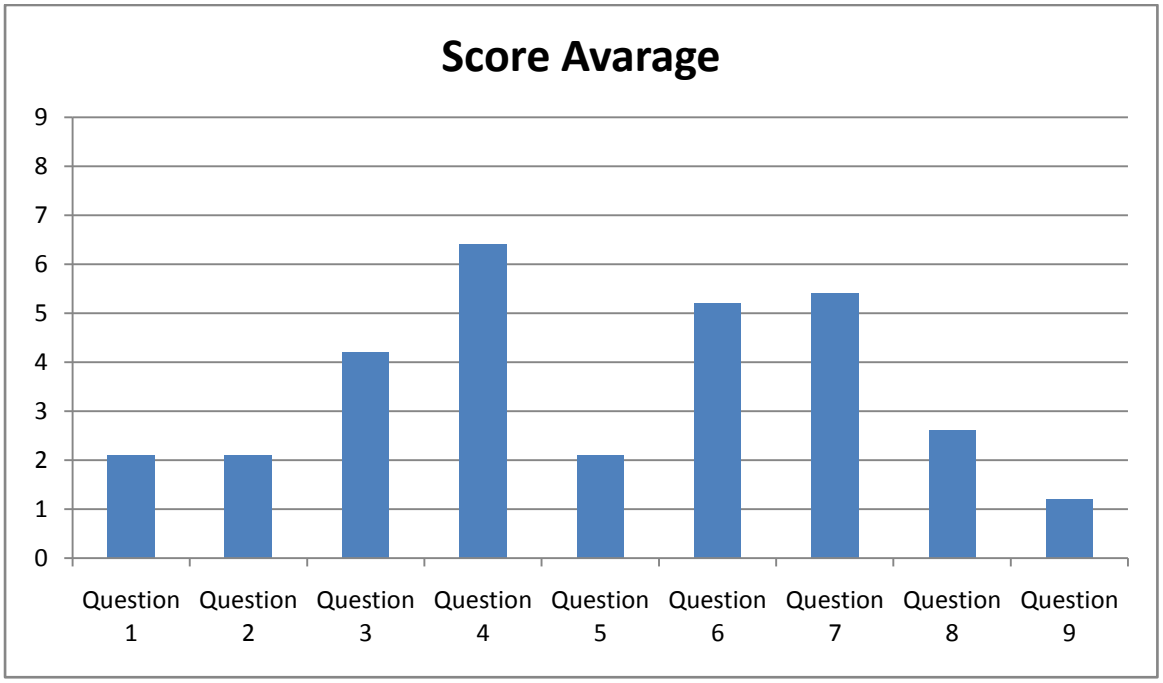
Our final process of the project that applied to the Waterfall methodology was the testing. We have created a questionnaire with ten questions. The first nine questions were questions of answering by a scale from one to ten and the last question was giving the chance to the tester to give any other comment he/she feels that the questionnaire could not allow him/her todeclare.

So, we went to a random class in the Sheppard Library and we picked ten students to try our game using my laptop computer and then they were completing the questionnaire directly in my computer electronically.

Section 3 – Project Results

Presentation of the Results

After the developed game testing, all collected data was carefully calculated. Collected data gave valuable information about quality and faults of the product, thus helping us to understand the issues. The Chart below shows average score of all the answered questions in the questionnaire. Individual column displays average score of one of the question from all the questionnaires that people have filled in.



First question in the questionnaire asks tester to evaluate the main story of the game. From this table we can see that the average score of the first question is 2.1 points. Low score means that the main plot of the game needs further development. Next column represents question number too. Unfortunately, the average score is 2.1 which tell us that the user demands a much more challenging game than expected. Third column has an average score of 4.2, this means that the game has some content but broader variety is more preferable. Next column has the biggest average score of 6.4 points, which means that testers found our game pretty much self explanatory. Fifth column represents game logic average score. The score is 2.1 meaning that testers fought that the game logic is poor. Next to columns has about the same score, Column number six 5.2 points and column number seven score of 5.4 points. So testers are pretty much satisfied with the graphics of the game and controls. The

last two columns represent game interface and game development level score. Interface average score is 2.1 which means that interface have to be improved. All testers agree that the game needs more development therefore the last column has a lowest average score of 1.2 points. This valuable data helped us to understand which parts of our project need further development.

Discussion of Results

The results of the questionnaire enabled us to see the gaps in our game development. Questions with the low score ratio should be improved dramatically. Improving main story by adding a starting movie would better introduce the story to the player as well as put it into more detail thus improving game plot. Game challenge can be easily raised by developing additional enemy which would make game more challenging. As well as fatal obstacles of which player would have to avoid while exploring. Another poorly evaluated part of the game is game logic. Score should be implemented to the game to make it more logical to play and explore the levels. Furthermore game interface should be implemented. Low score means that the interface is poor. Adding additional data like displaying score or a health bar would be helpful to the players and fix the interface issue. However there are relatively good scores. For example, questionnaire results tell us that the game is pretty much self explanatory. Although there is were to improve. In game manual should be made with the short descriptions of a certain objects in the game to make the game more self explanatory. Game graphics and game controls are also made pretty well according to the data. But game graphics are really in the early stage of development and can be improved if better resources of graphical animators and quality textures were available. Game controls are pretty much standard “WASD” type of controls. So they scored pretty good as well, because this type of control is used for a long time and preferred by the players as the default buttons to move around the game. Still there are things to improve. We could make a optional availability to control the game environment via console controller. This would also broaden the options players could choose from a variety of supported controlling ways. This would help to please wider audiences of gamers with all these improvements which are necessary to improve quality of our group project product.

Product's General Functionality

To launch this game users have to open file called Game-Eleusinians, which is in "Game" folder. After pressing on that icon "Game Demo Configuration" window will appear. In this window users can choose Screen Resolution and Graphics Quality of our game. After pressing the Start button the game will be launched. Main character can be controlled with "wasd" buttons.

W – Go up

A – Go back

S – Go down

D – Go forward

This game supposed to have more levels but because of the lack of time the main character can just move around the room and lift with two platforms up or down. We managed to do just a demo version of our planned game.

Section 4– Conclusion

The general structure of this project allowed us to peer deeper into a real life scenario when a team of specialised people are joining their skills in order to achieve a goal, in this case – develop a game and produce the project report. The main outcomes achieved were the game package and the report which reflects the process of the game development.

The most important aspect of this project was teamwork efficiency. We relied on each others' research and shared our knowledge about relevant project topics. The division of work according to each team members' forte helped us to use that knowledge effectively in order to benefit the project. It also gave us the understanding of the teamwork importance, how this sort of project should be led and how the human resources should be managed.

Cooperative learning and collaborative problem solving are the essential virtues for this kind of projects. It gives an opportunity to sub-task the whole structure of the project and a flexible way of putting all the pieces of the research together. The project is easy to control as the team can learn in a web-based environment as well as keep in touch more frequently.

Methodologies used in this project combine aggregated teamwork approach and individual research; all of the team members work independently, but also has a chance to raise the issue and discuss it with other team members. In other words, it is a piece of work, containing not only the teamwork research, but separate individual tasks as well. Distributed teamwork was the core structure of all the tasks we have done.

There have been a few gaps in our attendance and competence which delayed the project, making the final product (game software) as a secondary concern regarding the project and since we have not received enough materials required for the game development, we had to work with the resources we were provided. However, there are still many ways of improving the work efficiency of our team. The planning should be done more responsibly by using more management tools and external third party resources.

To conclude, this project gave us the knowledge required to manage and participate in a game development project. It is an environment which is hard to control and maintain but faster and more efficient. The final product still remains the most important outcome in a business based environment, but in order to achieve that outcome, teamwork and planning is a must have features.

Section 5 - Appendices

Appendix A – Group Meetings

Laboratory Meeting 1

06 Feb. 2012
Meeting in CG20 at 1 pm – 2.30 pm.

People present:
Theoklis Christodoulou
Kalnius Kaladinskas
Veronika Kalasnikova

Activities:
1) Identified the roles – Unity experts, Organiser, Administrator/Researcher.
2) Contacted the responsible person for connecting an Animator to our group.
3) Joined the 3D Animation and Games group on 'Facebook'.
4) Set the objectives for the day:
• Kalnius and Idenas are meeting an Animator on 7 Feb 2012 afternoon.
• Theoklis is organising GPP tasks and making a Work Breakdown Structure.
• Veronika is doing a research on Unity software and providing a feedback and a basic manual for the group.

Laboratory Meeting 2

13 Feb. 2012
Meeting in CG20 at 1 pm – 3 pm.

People present:
Theoklis Christodoulou
Kalnius Kaladinskas
Idenas Radzevicius

Activities:
1) Give feedback to each other for the work of the previous week.
2) Identify the roles for the day – Researcher, Organiser, and Administrator.
3) Discuss about the possible game genre, concepts and other similar games.
4) Answer to the 3D animator on Facebook and propose a meeting.
5) Set the objectives for the day:
• Theoklis is making a Work Breakdown Structure for the project.
• Idenas is doing a research on conecpt art of the possible game.
• Kalnius and Idenas are deciding the storyline of the game.

• Kalnius is writting the storyline of the game.
• Idenas is drawing a possible conecpt art for the game, in order to give an idea to the 3D animator.

Laboratory Meeting 3

20 Feb. 2012
Meeting in CG20 at 1 pm – 3 pm.

People present:
Veronika Kalasnikova
Kalnius Kaladinskas
Idenas Radzevicius

Activities:
1) Give feedback to each other for the work of the previous week.
2) Discussed about the progress of each group member.
3) Spoke with our tutor who is supervising us and got some feedback for the work we already done and the work need to be carried out.
4) Separate the work needed to be done this week.

Laboratory Meeting 4

27 Feb. 2012
Meeting in CG20 at 1 pm - 3pm.

People present:
Theoklis Christodoulou
Veronika Kalasnikova
Kalnius Kaladinskas
Idenas Radzevicius

Activities:
1) Give feedback to each other for the work of the previous week.
2) Discussed about the progress of each group member.
3) Spoke with our tutor who is supervising us and got some feedback for the work we already done and the work need to be carried out.
4) Identified the work needed to be done this week:
• Theoklis is creating a Gantt Table that will indicate the divided jon of each of the group.
• Veronica is expanding her knowledge in Unity programming (JavaScript) and preparing a tutorial, which will help other group members to understand Unity's programming.
• Idenas is communicating with the Animator answering his queries about the game design and creating some more sketches in order to make the Animetor further

understand the game's concept.
• Kalnius is meeting this week with the animator to discuss in person queries that may arise from the animator's point of view.

Laboratory Meeting 5

12 Mar. 2012
Meeting in CG20 at 2 pm - 3pm.

People present:
Theoklis Christodoulou
Veronika Kalasnikova
Kalnius Kaladinskas
Idenas Radzevicius

Activities:
1) Give feedback to each other for the work of the previous week.
2) Discussed about the progress of each group member.
3) The tutor gave us a feedback on how to carry on further investigation, some tips regarding the project:
Topics to cover:
• Unity exploration.
• Marking scheme.
• Evidence production.
• Methods of evaluation. (Interviews, questionnaires, etc)
Tasks:
• Evaluation questionnaire / interview.
• Game logic.
• Textures of the game.
• Models / levels of the game.

Laboratory Meeting 6

19 Mar. 2012
Meeting in CG20 at 1 pm - 3pm.

People present:
Theoklis Christodoulou
Veronika Kalasnikova
Kalnius Kaladinskas
Idenas Radzevicius

Activities:
1) Give feedback to each other for the work of the previous week.

2) Discussed about the progress of each group member.
3) Spoke with our tutor who is supervising us and got some feedback for the work we already done and the work need to be carried out.
4) Identified the work needed to be done this week:
• Theoklis is starting to write some part of the report that is currently possible.
• Theoklis and Kalnius will visit the 3D animation lab and speak with the Animator about his progress.
• Idenas is creating a game design level and the logic behind it and a list of characters and obejcts.
• Kalnius is working on JavaScript, the language that Unity uses and create some animations with the test level, characters and objects.

Laboratory Meeting 7

16Apr. 2012
Meeting in CG20 at 1 pm - 3pm.

People present:
Theoklis Christodoulou
Veronika Kalasnikova
Kalnius Kaladinskas
Idenas Radzevicius

Activities:
1) Give feedback to each other for the work of the previous week.
2) Discussed about the progress of each group member.
3) Spoke with the supervisor about the animator's lack of communication and receive some tip as concern the report.
4) Identified the work needed to be done this week:
• Each group member will write each assigned part of the report.
• Theoklis and Veronicawill work on Unity's JavaScript and create the actual game.
• Idenas will createand give questionnaires to random student in university's library.

Extra Meeting 1

16Apr. 2012
Meeting in H105 at 4 pm – 10pm.

People present:
Theoklis Christodoulou
Veronika Kalasnikova
Kalnius Kaladinskas
Idenas Radzevicius

Activities:

• Each group member worked on it assign tasks, while receiving feedback from each when needed.
• Theoklis and Veronicaare working on Unity's JavaScript and create the actual game.
• Idenas is writing about the Introduction, Presentation of the Results & Discussion of the results.
• Veronika is writing about theAbstract, Problem definition/Project Scenario & Product's General Functionality.
• Kalnius is writing about the Background and Literature Review & Conclusion.

Extra Meeting 2

17Apr. 2012
Meeting in S105 at 2 pm - 10pm.

People present:
Theoklis Christodoulou
Kalnius Kaladinskas
Idenas Radzevicius
Veronika Kalasnikova (through Skype)

Activities:

1) Each group member worked on it assign tasks, while receiving feedback from each when needed.
2) Idenas and Theoklis has created 10 questionnaires and got feedback from students from the Library.
3)Idenas and Kalnius have finished their part of the report.
4) Theoklis and Veronica have completed the actual game.

Extra Meeting 3

18Apr.2012
Meeting in S305 at 12am - Xpm.

People present:
Theoklis Christodoulou
Veronika Kalasnikova
Kalnius Kaladinskas

Activities:

1) Each group member worked on it assign tasks, while receiving feedback from each when needed.

2) Theoklis and Veronika have finished their part of the report.

Appendix B – 3D animation Labs

3D Animation lab results (Week 1):

- Meet with the 3D Animators and their tutor, Magnus Moar.
- 3D Animators facebook account:
  1. Yarik Larkin - http://facebook.com/ylarkin
  2. Sean Lahiff -https://www.facebook.com/slahiff
  3. Shaun Seddon - https://www.facebook.com/KungFuDAVE
  4. Kevin Colegate - https://www.facebook.com/blackberrycake
  5. Daniel Stokes - https://www.facebook.com/profile.php?id=515394125
  6. Yusuf Ali - https://www.facebook.com/profile.php?id=552583479
  7. Farooq Serri - https://www.facebook.com/profile.php?id=1413286137
- Everyone spoke about their gaming interests and what kind of game would like to develop.
- CMT students spoke about their group.
- Networking between CMT students and Art and Design students; We spoke about their current work and their old one.

Theoklis Christodoulou
09/02/2012

3D Animation lab results (Week 3):

- **Meet** with the **3D Animator**, Sean Lahiff and the 3D animation tutor, Magnus Moar.
- Every group with its animator have **reported** about their **game's developing progress**:
- The kind of game are developing,
- Its storyline,
- Any additional work they have done.

- At the end of the session, every group had the chance to **speak with** its **animator** about their **game**:
  1) He asked me some questions about Idenas sketches in terms of the game design.
  2) He also needed some video examples of a similar game, which I promised him that I will post it on our group on Facebook called "Eleusinians" which is made by me, Kalnius, Idenas and Veronika.
  3) We agreed to continue this conversation on Facebook's chat.

Theoklis Christodoulou
23/02/2012

3D Animation lab results (Week 7):

- Kalnius and I have **met** with our **3D Animator**, Sean Lahiff and the 3D animation tutor, Magnus Moar.
- Sean Lahiff has showed us his **work done** so far and he **gave** it to us in a **USB** memory stick. We have **sent** these **files** to all the **group members**, in order to **work on** and get more **familiar to Unity**. The animator has**created** the basic 3D figure of the **main character**, which is an **alien-like humanoid** with a backpack on its back.
- At the end of the session, **me and Kalnius** have **discussed** with the **Animator** about:
  1) Main Character, which still needs some texture. We agreed for a **green-like colour** and some **similar colours** for the main character's **alliances**.
  2) Character Movement;Sean **still** needs to **create** the **walking animation** for the main character. **Once** he will be **finished**, we will be able to **assign** a **keyboard key** for the character to walk using **JavaScript programming**.
  3) Enemy Character; Sean **showed us** some of his **sketches**. The enemy character is basically a **ball-like mechanical robot**. We are waiting for news about this next week.
  4) Game Levels &Obstacles; the logic of the levels and the objects that will **involve** into **passing** from one **level** to another will be **listed** in some **sketches by Idenas**. Once completed, Idenas will **postthem** into **OASISplus** discussion forum and into **Facebook,** so Sean will be able to create them.

Theoklis Christodoulou
23/03/2012

Game's Starting Background:

Sean Lahiff

The beginning of the entrance for the Eleusinians cave

Like · Comment · Unfollow post · 27 February at 15:35

Kalnius Kaladinskas and Farooq Serri like this.

Kalnius Kaladinskas Looks impressive.
27 February at 15:37 · Like

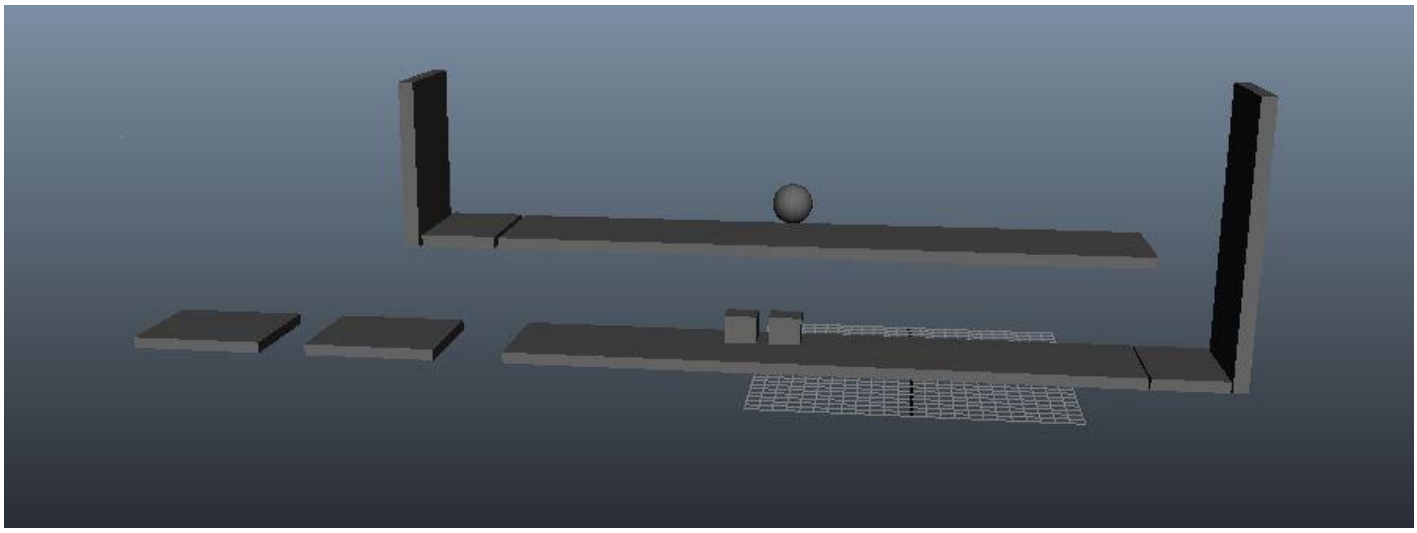
Yusuf Ali FUS RO DAH!
27 February at 15:39 via Mobile · Like · 1

Theo Christodoulou good job!
27 February at 15:43 · Like

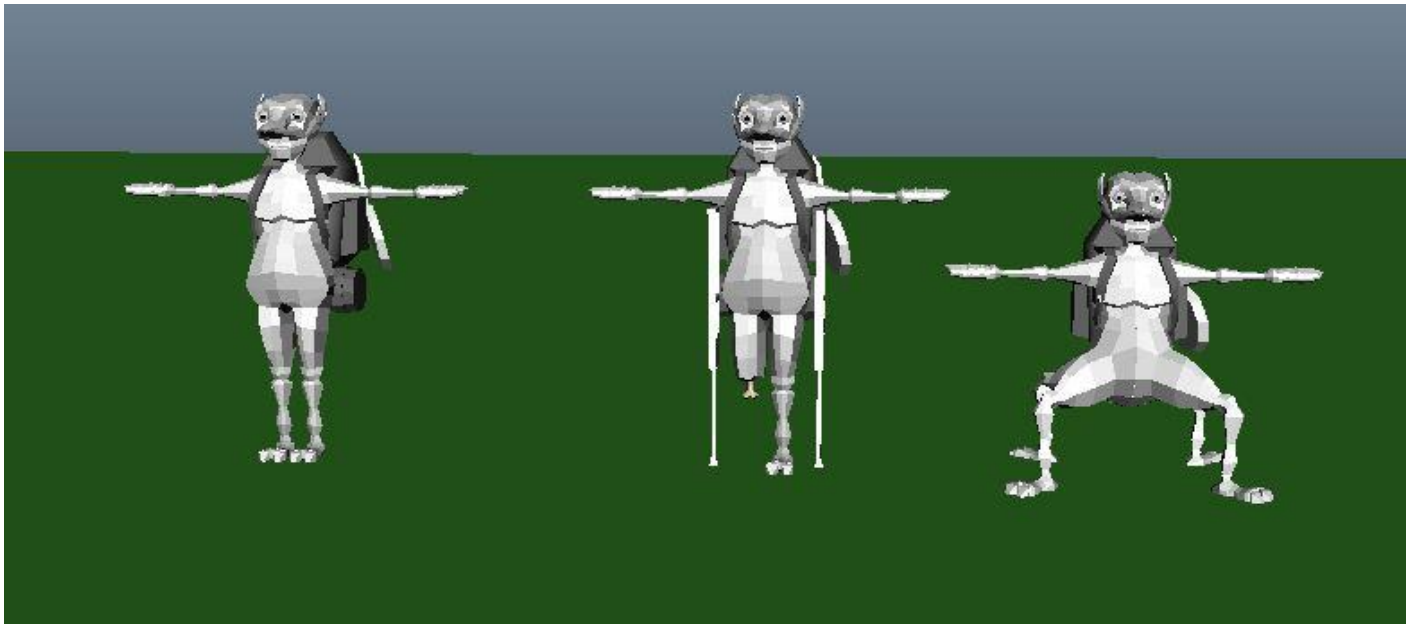
Kalnius Kaladinskas You have my gratitude, young dovakhiin.
27 February at 16:10 · Like

Write a comment...

Incomplete Cave's Background:



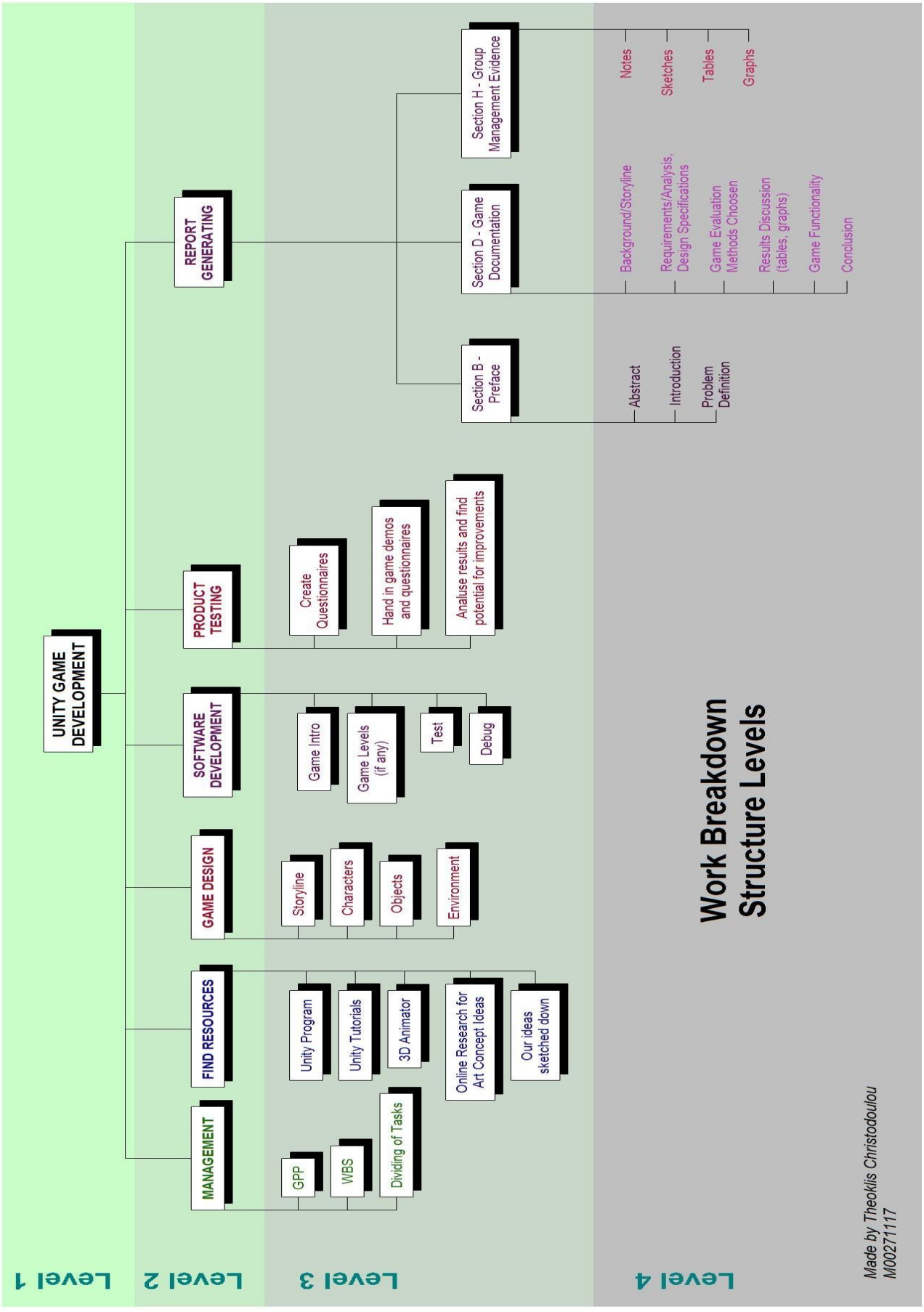
Incomplete Main Characters:



Appendix C – Group Project Proposal

Type of Proposal:	Group Project
SEMINAR TUTOR:	Chris Sadler
PROJECT TITLE:	*Unity Project*
GLOBAL AIM:	*Produce a 3D Game using Unity; collaborating with a 3D Animator*
BRIEF PRODUCT DESCRIPTION:	*Side Scroller game based on a predecessor called "Abes Odyssey"*

Appendix D – Work Breakdown Structure



Appendix E – Work Division

Project Activities

Theoklis - Manager
WBS and Diving Tasks
Manage group throughout the project
Give game's Demos Create Testing Questionnaires
Analyse and find potential for improvement

Kalnius – Storyline creator and Designer advisor
Research about the story and gameplay
Storyline
Discussed with animator about the game design

Veronika – Main programmer
Unity Research and documentation
Program characters/objects/environment behaviours

Idenas – Designer advisor and level programmer
Unity Installation guide
Sketching
Discussed with animator about the level design
Program level design

Sean - 3D Animator
Characters
Objects
Environment

Report Generating

Theoklis - Manager
DETAILED PROJECT MANAGEMENT

PRODUCT DEVELOPMENT & ANALYSIS AND DESIGN SPECIFICATIONS

Kalnius – Storyline creator and Designer advisor
BACKGROUND AND LITERATURE REVIEW

CONCLUSIONS / PRACTICALITY OF PROPOSED SOLUTION(S) / RESULTS

Veronika – Main programmer
ABSTRACT

PROBLEM DEFINITION or PROJECT SCENARIO

PRODUCT'S GENERAL FUNCTIONALITY (Process)

Idenas – Designer advisor and level programmer

INTRODUCTION

PRESENTATION OF RESULTS OBTAINED IN EVALUATIONS

DISCUSSION OF RESULTS (Improvements)

Appendix F – Game's Storyline

Here is an abstract of the Storyline which was written by me and Idenas. Feel free to post some suggestions.

"The action takes place in the thriving forests and plains of the planet Cretos. The main character Pho is a native Ghekii tribe inhabitant, tribe which lived in peace for centuries. The recent invasion of an unknown alien race, locally called Aeon, shaped the untouched civilization. The invaders started mining the precious materials and enslaving the local tribe members.
Forced to run from the slavery, Pho accidentally gets into the Sacred Forest and finds the ruins of an untouched ancestral temple. Driven by curiosity he decides to explore the crypt when suddenly the entrance collapses leaving him with no other choice but to go deeper towards the biggest adventure of his life."

Date: 13 February 2012 15:42
Author: Kalnius Kaladinskas
Subject: Draft of the Storyline
OASISplus Discussion Board

Appendix G – 3D Animation & Games Wiki Facebook Group

Section 6 – Reference List

[Waterfall Development Lifecycle] n.d. [image online] Available at: <http://www.projectsmart.co.uk/reducing-risk-increasing-probability-of-project-success.html>[Accessed 16April 2012].