|  |
| --- |
| University Of The West Of Scotland |
| Design Document |
| Year 3 - Games Development Project |

|  |
| --- |
| Alasdair Hendry  9-26-2018 |

Contents

[1.0 – Proposed Plan 2](#_Toc525723666)

[1.1 – Development Team 2](#_Toc525723667)

[1.2 – Game Outline 2](#_Toc525723668)

[1.3 – IDE 2](#_Toc525723669)

[1.4 – Project Plan 2](#_Toc525723670)

[1.5 – Risk Analysis 3](#_Toc525723671)

# 1.0 – Proposed Plan

## 1.1 – Development Team

The development team for this project will only comprise of myself. Due to this, I will take on all responsibilities to ensure delivery of the finalised product, and will carry out the tasks for each role that a normal team would consist of.

In the interest of providing as much detail as possible, a table has been provided which outlines the roles & responsibilities that are included throughout the development cycle of a game.

|  |  |  |
| --- | --- | --- |
| **Roles & Responsibilities** | | |
| **Role** | **Responsibility** | **Team Member** |
| Project Manager | Takes full responsibility for the project and ensures the final product is delivered to the client, whilst meeting the initial brief. Oversees the day-to-day tasks of each team member and provides support where available. | Alasdair Hendry |
| Lead Programmer | Stitches together each code snippet provided by other team members, whilst working on the more advanced mechanics of gameplay. As this is a one-man team, there are no other programmers. | Alasdair Hendry |
| Lead Designer | Ensures the overall quality of each stage of design, including Art, Audio, Level and Story. Is tasked with making sure each designer is taking the game in the correct direction with their contributions. | Alasdair Hendry |
| Art Designer | Creates 3D Models, textures, UV maps, sprites, textures and animations. | Alasdair Hendry |
| Audio Designer | Scores background music, sound effects and ensures all audio is designed to suitable level whilst also following the theme of the game. | Alasdair Hendry |
| Level Design | Creates the environment in which the game will take place. Ensures the placement of props & buildings are suitable to the genre of the game, and scaling is correct throughout each level. | Alasdair Hendry |
| Quality Assurance | Plays the game, whilst specifically looking for bugs. Suggests possible fixes for each bug and a step-by-step guide on how to reproduce the bug. | Alasdair Hendry |

## 1.2 – Game Outline

This is the game outline section.

## 1.3 – IDE

The games engine used throughout this project will be Unity Version 2018.1. This version is not the newest, but was recently released and offers a wealth of new resources compared to its predecessors. Notable features include;

* ShaderGraph – Offers a node-based environment in which the user can create PBR Shaders.
* Post-Processing Stack – Not a new feature, but noticeably updated to consider World Space Volumes.

Unity was selected as a development environment mainly because it is the engine which I have the most experience using. Also, the engine and all of its features are extremely well documented, allowing you to quickly check the Functions and Parameters that belong to a certain component. On top of this, Unity has tremendous community support, with a dedicated forum

## 1.4 – Project Plan

This is the project plan section.

## 1.5 – Risk Analysis