

# JELLY BEAR STUDIOS

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## **Description**

Jelly Bear Studios will build a mobile game for their project. It will be in the horde mode style which means there will be a hero who's task is to fight off the relentless onslaught of some of the most deformed and amorphous demon doggies mobile gaming has ever seen. The battle will take place in two dimensions, most likely in top view so that future fans of Jelly Bear Studio games from around the world can peer over a giant screen and witness the battle firsthand.

The fighting style will be slash and dash, which means the hero will be able to slash and the hero will be able to dash. Jelly Bears love these types of games because Jelly Bears in the wild are not able to slash or dash due to their knobby arms and stubby legs. If a Jelly Bear tried to slash and dash it would look more like poke and waddle--no deformed and amorphous demon doggie has ever been defeated by poke and waddle.

Jelly Bear Studios makes indie games that are inspired by their favorite games. People love indie games because they provide a feeling of nostalgia that they are playing games from their childhood, and inspiration that anyone can make a game if they put their paws to it.

## **Vision Statement**

The fourth week of every September is devoted to vision casting for every Jelly Bear. This September the Jelly Bear vision was distilled down to: "Create a functional and fun game experience, and prove to the world that no matter how amateur a Jelly Bear may appear he will create a truly sticky games.

## **Motivation**

We are Motivated! The boys at Jelly Bear studios love video games, and they are going to take this opportunity to build one of their own.

"It's true.

We love games of all types, so we are going to take the things we know to be fun and entertaining about games and build them into our game.

We want to build the kind of game we want to play and one that we are proud to share with our friends.

Additionally, we have found games are a great way to relieve stress and build problem solving skills, so they are the perfect outlet for the student engineer."

Jelly Bear Studios seeks to deliver functional games above all else. The Jelly Bear boys are developing their game in a way that allows for gradual improvements. The first iteration has a single level, a hero and three deformed and amorphous demon doggies. There is one weapon, a set amount of health, and there is a leader board that tracks the best performances in the game.

## **Risks**

The Jelly Bear boys have considered the risks in building a game. None of them have ever built a game before, so the learning curve will be steep. Other risks the Jelly Bear Boys considered are schedule restraints, and the constant problem of their keyboards getting gummed up from too much jelling.

## **Risk Mitigation Plan**

Jelly Bear Studios has a strong risk mitigation plan-- Google. Jk, but srs... there are numerous training modules and Youtube channels hosted by professional game developers with the focus of training up the next generation of mustached-time-thieving-digital-marauders aka Jelly Bears.

The Jelly Bear boys will be using the Unity game engine as their development tool, and using the plethora of online resources to optimally use this tool and deliver a functional game.

## **Version Control**

Jelly Bears think github is cool, so they will use github as their version control method. A repository named 3308-group-project has been created for the team and has been cloned into everyone's local repositories.

## **Development Method**

It may seem counterintuitive to the shape of a Jelly Bear, but Jelly Bears prefer all things quick and agile. Therefore, Jelly Bear Studios develops games using the agile/scrum methodology. In the wild, Jelly Bears are unconventional, but when two or more gather they immediately morph into a pack of sticky conformists. It's not surprising then that Jelly Bear Studios will 'stick' to the "Plan-

Analysis-Design-Code-Test-Deploy” model. We plan to break the game into features such as the landscape, players, moves, and weapons. We will plan each feature, analyze the feasibility, design the code structure, implement the code structure, test the bad out of the code, and commit to the master. We WILL do this with sticky paws.

Jelly Bears Studios develops games using the agile methodology and they follow a structured sprint plan that lasts 1-3 weeks per sprint. They give bi-weekly check-ins on their progress. They value strong communication so that no one Jelly Bear goes off in his own direction jellifying up the dev process for everyone else.

### **Collaboration Tool**

Jelly Bear Studios uses Slack for all communication. We like to send pictures of stuff and things, and write each other nice messages about how we could defeat all deformed and amorphous demon doggies if only there was such thing as the Mystical Magical Master Bad Carver hidden somewhere in Jelly Bear Studios. Jelly Bear boys don't use Slack after bedtime because Jelly Bear boys need their sleep.

### **Proposed Architecture**

Jelly Bear Studios builds all their games in the Unity game engine. Unity provides backend and frontend architecture. Jelly Bear Studios codes their games in C, C++, or C#-- whatever is most convenient for the task at hand.

**Amen.**