UNIVERSUM - TDD

Reveles Stellas Ante Evanescet



**Document v1**

**Written By.**

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**Software Version No.**

Unity – 2021.3.10.f1

Blender – 3.2.2

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Dev. Requirements.

* Development – Visual Studio Code
* Game Engine – Unity 2021.3.10.f1
* 2D/3D Software – Blender 3.2.2
* Proj. Management – List management tools used
* Source Control - GitHub
* Sound Software – BeepBox

Asset Specs.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| File Name | Format | File Size (kb) | Polygon Count | Width x Height |
| Floor\_moon | .blend | 882 | 481 | n/a |
| Floor\_mars | .blend | 3212 | 481 | n/a |
| Female\_character | .blend | 1405 | 629 | n/a |
| Male\_character | .blend | 1378 | 629 | n/a |
| House\_03 | .blend | 917 | 399 | n/a |
| House\_02 | .blend | 941 | 78 | n/a |
| House\_01 | .blend | 1004 | 151 | n/a |
| mars | .png | 1051 | n/a | 800x800 |
| moon | .png | 612 | n/a | 800x800 |
| outfit | .png | 129 | n/a | 2048x2048 |
| outfittwo | .png | 128 | n/a | 2048x2048 |

-- These are the assets used in the unity file.

File Naming Conventions

I opted for using *snake\_case* as a desired FNC as it makes files easy to read and allows me to categorise them for future access. If I wished to find a file pertaining to a character sound, they would begin with “character\_”. The underscore separating the keywords makes it more readable.

Level/ World Details

I have designed two levels for my portfolio – the Moon and the planet Mars. The first level (being the Moon) will offer a small number of platforms and land to access and terraform for your colony. The ground and upper platforms will have a grey custom texture acting as the moon ground and a black border to simulate the edges of the playable world.

Players must complete (successfully terraform) a platform to gain access to the higher one on the same level.

The second level, Planet Mars, offers a larger scope of ground to cover and more platforms to unlock and use for your ever-expanding colony. The ground is a reddish rock material intended to simulate a real Mars ground. It also has a black border to simulate the boundaries of the world.

Dev. Plan

|  |  |  |  |
| --- | --- | --- | --- |
| Milestone | Goal | Start Date | End Date |
| Pre-Production End | Create & texture first model | 30/11/23 | 01/11/23 |
| Milestone 1 | Rig & animate first model | 01/12/23 | 04/12/23 |
| Milestone 2 | Create & texture second model | 01/12/23 | 01/12/23 |
| Milestone 3 | Create & texture first house | 01/12/23 | 01/12/23 |
| Milestone 4 | Create & texture second house | 05/12/23 | 05/12/23 |
| Milestone 5 | Create & texture third house | 05/12/23 | 05/12/23 |
| Milestone 6 | Create & texture first level floor and border | 05/12/23 | 06/12/23 |
| Milestone 7 | Create & texture second level floor and border | 06/12/23 | 06/12/23 |
| Milestone 8 | Create sounds | 08/12/23 | 08/12/23 |
| Milestone 9 | Implement models into blender | 06/12/23 | 07/12/23 |
| Alpha | Create first level | 08/12/23 | 08/12/23 |
| Beta | Create second level | 08/12/23 | 08/12/23 |