Version: \_\_1.0.0\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# Project Definition and Scope

## Project Goal Statement

Bringing back a platform style game from the 90’s of a caveman that is fun to play for the end user (gamers), developers (us), sponsors and panel of evaluators at Saskatchewan Polytechnic Moose Jaw Campus on Friday, February 13th 2015 at 9:00 am.

## Learning Goal Statement

Learning about the Project Management process while developing a single player platform game and achieving the project process milestones while working as a team.

## Project Scope Statement

**This project is**: The project is complete once we have the caveman running, throwing weapon, jumping obstacles and fighting the boss to finish the game while earning points towards a score. The caveman will die if the health is depleted prior to reaching the end of the game. And the guts of game will include the characters, screens, level background, game play features, music and character actions.

**This project is NOT**: Anything included in the wish list is beyond the scope of the project

## Project Scope Management Indicators

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| **In scope activities:** | **Out of Scope Activities** |
| The guts of the game will include:   * Characters   + 1 main guy - caveman   + 2 Obstacles     - Fire     - Plant   + Common enemies     - 1 Bat   + 1 boss     - Shoots fireballs * Screens   + Splash Screen   + Menu Screen   + Game Over Screen     - Show Score     - The End       * You died       * You win     - Credit Screen   + Game Play     - Side Scrolling     - Background image (tiled out screen)     - Platform * Levels   + One big level * Game Play   + No timer   + Score   + Health * Weapons   + Stone axe * Music   + Bongos Gameplay   + End Game Music * Sounds   + Caveman Jumping   + Throw Weapon   + Boss Fireball   + Impact * Character actions   + Running – right   + Running – left (rotate right facing)   + Throwing weapon   + Jumping * Game Names   + Stone Age   + Mattock – tool for striping meat or blubber | * Obstacles   + Something from above (vines or flying bat) - wishlist * Common enemies   + 2 enemy - wishlist * Characters – wishlist   + Cave babe   + Mammoth   + Flying animal (bat, pterodactyl)   + Dinosaur * Screens   + Pause Screen - wishlist   + Game Over Screen     - Grab girl and drag by hair - wishlist * Game Play   + Storyline - wishlist     - Dinosaur destroys village     - steals girl * Levels   + checkpoints (save state) - wishlist * Game Play   + 2-3 power-ups - wishlist     - Flaming stick     - Uni-wheel   + Pick Up items - wishlist * Weapons, Obstacles, projectiles and Objects - wishlist   + Club   + Fire   + Bones   + Stone axe   + torch   + Vines   + Stones   + Diamonds   + Sticks   + Spears   + Rocket (Cheat Codes) * Character actions   + Attack animation – wishlist   + Crouching animation – wishlist   + Weapon throwing animation – wishlist   + Death animation - wishlist |

Non-requirements would be adding new weapons or enemies and creating animation before the physics are working properly. Researching or working on anything not included in the in scope activities would be considered scope creep.