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| A picture of a winding road and trees  [Wing It!]  PROJECT CHARTER | Abstract  “Wing It!” is a recreational 2D Platforming game that will be made in Unreal Engine 4 using Blueprints. This document will explain what this game is, its intended audience, and how we will go about our design.  John Nguyen, Bradley Mancini, Zachary Loch |

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# Project Summary

This is a 2D platforming game. Both the player and the enemies will become stronger over the course of the game. The game takes inspiration from games such as Castlevania: Symphony of the Night, Hollow Knight, and Shovel Knight.

# Team

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| --- | --- |
| NAME | ROLE (TEAM LEADER, PROGRAMMER, DESIGNER, ETC) |
| John Nguyen | Team Leader / Combat & Enemy Programmer |
| Zach Loch | Digital Artist / UI Design |
| Brad Mancini | Story Writer / Level & Sound Design |
|  |  |

# Scope

The game will have at least one melee attack and one ranged attack for a simple, but not monotonous combat system, in addition to intuitive level design with platforming challenges in mind. The game will have pickup items like health upgrades and health recovery pickups. Each enemy type will have different attacks and health amounts. The boss will have 3 distinct attacks at minimum.

## Goals and Objectives

* Completely original art and animation assets
* 4 normal levels and 1 boss level
* At least one unique enemy type per level

## Deliverables

* The game will be playable on a standard spec PC.
* It will be built in Unreal Engine, utilizing the Paper2D game style.
* Contains 5 complete levels and a boss fight at minimum.
* Contains a start screen, level select, and credits
* A video demonstration will be included.

## Stakeholders

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| --- | --- |
| **Role** | **Interest/Impact** |
| Foul Play Productions  (John, Brad and Zach) | The Developers of this very game |
| Dr. Pranshu Gupta | Will be evaluating this very Project |
| The Player(s) | Any potential audience will want a quality product |

## Out - of - Scope

* No multiplayer functionality present, Unnecessary feature
* No Online functionality present, time-constraint as well as optional

## Risks, Constraints, Assumptions

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| --- | --- |
| **Risk/Constraint/Assumption Title** | **Explanation** |
| Unreal Expertise | Project is being built in a somewhat unfamiliar platform, team members will be learning as they go. |
| Asset Compatibility | Art and sound assets may need to be tailored specifically to work with Unreal Engine, This may or may not cause temporary setbacks. |
| Music composition | Creating original music and sound assets may prove challenging |

# Success Measurements

The end product must contain 5 complete levels and 1 boss fight at minimum, while telling a complete story. Additionally, working menu systems for a start screen, level select screen, and credits are a market standard.

The end product must be not only operational on a computer with standard specs, but playable for a person of average skill level. Level design must be intuitive, and the difficulty level must be not unbearable, yet still challenging. Art assets and animations ought to be visually pleasing, yet created in a timely manner.

# Signatures

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| **Customer:** |  |  |
| **Name** | **Signature** | **Date** |
| **Dr. Pranshu Gupta** |  |  |
|  |  |  |
| **Project Manager:** |  |  |
| **Name** | **Signature** | **Date** |
| **John Nguyen** |  | **1/22/2020** |
|  |  |  |
| **Team Members:** |  |  |
| **Name** | **Signature** | **Date** |
| **Bradley Mancini** |  | **1/22/2020** |
| **Zachary Loch** |  | **1/22/2020** |
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