Hello Reaper

Release Plan

GAM150S17KR Spring 2017

Miru

Producer
Name: Yongwon Cho
Coding Responsibilities: Game State & Loop Manager

Lead Designer
Name: Gyuhyeon Lee
Coding Responsibilities: Player, Basic AI, Collision, Windows Layer

Technical Director
Name: Chanil Hwang
Coding Responsibilities:Improved AI, UI

Release 1: Pre-production

Release Duration: 3 weeks
The primal goal of this release is to design a game concept that is not too big(?) but also all of the team members are interested in. After the game concept is ready, a small prototype and a windows platform layer that supports that must be made to introduce our project in the pre-production presentation.

Must Have Features

- Game Concept (3 days) : Purpose of the the feature is to make sure that every single teammate is fully aware of what game we are going to make.
- Windows Platform Prototype Layer (7 days) : Windows platform layer is essential to test our ideas and codes as it provides basic input, video and audio output system. Successful platform layer will make it possible for us to output our codes visually.
- Tile map based movements (3 days) : Purpose of this feature is to give the player a new way to move or attack. For example, the player should find a best spot to attack or avoid enemies. When this feature is successfully made, the player should ONLY move 1 tile or 2 tiles for each input(WASD or alt + WASD).

Should Have Features

- Basic Pixel Arts (2 days) : Purpose of the feature is to give a basic visual ideas of what game will look like in the end.

Nice to Have Features

- Concept art for the main character (2 days): Concept art of the player character gives us more insight of what the character will do(what skills or weapons will the character use).

Release 2: Engine Proof

Release Duration: 3 weeks
Goal of this release is to make a prototype of the game which has basic core mechanisms such as tile based limited movements, bullet collision, damage and HP so that other people can playtest the game.

Must Have Features

- Collision for the bullet (2 days): Build a bullet that has unique ID which is used to know what objects it should collide. Also, a bullet apply a circle collision to make the collision more smoothly. Successful feature will make both the player and the enemies spawn the functional bullets.
- Damage and Health (3 days) : The player and the enemies should be able to damage each other and reduce health. Combined with the bullet collision, the player will be able to kill enemies.
- Add enemy 'Enemy_Chaser' (1 day): Add basic AI for 'Enemy_Chaser' that chases the player and damages the player when collided. After this feature is integrated into the game, the player should avoid these basic enemies while trying to kill them all without dying.
- Limited Dash (2 days): Player should be able to dash(move between tiles) for a limited amount of times. This can be recharged by successfully hitting the enemies. After this feature is ready, the player should think twice before moving and plan their attacks well.

Should Have Features

- Basic Tile Map Editor (2 days): Instead of hard coding every tile map to the game code, make a really simple organized code-based tile map editor so that we can easily change information of the tile maps. When this feature is ready, there will be a single class that holds entire information of a tile map and the pointer for the current level.
- 2D Vector (2 days) : Make a simple vector system for the bullets created by the enemies, enemy movements. When completed, enemies will be much more easier to control.
- Additional Enemy 'enemy_turret' (2 days): Add enemy_turret which fires bullets towards the player. This new type of enemy will make the game harder to complete and more interesting, too.

Nice to Have Features

- Art Resources (2 days): Apply the pixel sprite to the player character, enemies, and the tile maps. This will makes game more visually interesting.
- Tutorial Music (2 days): This feature will help the player to beat the tutorial levels without leaving.

Release 3: Alpha

Release Duration: 4 weeks
Make a basic game flow so that the player can repeat between shop and level and retry the level. This release must also have buyable items such as shield or special bullets and additional weapon & skill.

Must Have Features

- Shop (7 days): Add a shop so that the player can buy helpful items such as shield or additional bullets. This feature is definitely a must-have feature as the player should come back to this state when they die or want to restart the level. After this feature is completed, the game will have a nice game flow(shop - level - shop….).
- Game Menu (5 days): Make game menu such as main menu and option menu. This feature will significantly improve the player's convenience.
- Special Tiles (5 days): Add diversity to tile map by adding special tiles such as the one that stuns the player for a few seconds or pushes the player towards a specific direction. After this feature is completed, the player should plan their moves more wisely as each tile can be both helpful and deadly.
- Additional Weapon 'Shotgun' and Weapon Switching (5 days): Add a new weapon 'Shotgun' that fires multiple projectiles at once. Also, add weapon switching system so that the player can switch the weapons whenever they want while playing the level. This feature will give the player multiple ways to kill the enemies.
- Additional Skill 'Double Tap' for the pistol (4 days): Add additional skill 'Double Tap' which allows the player to shoot his or her pistol twice. This feature will give the player multiple ways to kill the enemies.

Should Have Features

- Improved Chaser AI (2 days): Add a new pattern for the enemy_chasers such as running away from the player and suddenly approaching to the player quickly. This will make the enemy_chasers smarter and make the player hard to beat the level.

Nice to Have Features

- Improved Animations (2 days): Make the animations to look more fluent and natural.
- Making and Integrating Sound Assets into the game (1 week): Make the sounds such as gunfire, moving sounds, BGM and apply them to the actual game. After this feature is integrated into the game, this feature will help the player to feel like he or she is actually inside the game.

Release 4: Beta

Release Duration: 3 weeks
Make new stronger enemies, add new weapon, and improve the overall quality of the game by debugging and testing the game one by one. Furthermore, this game should have a powerful in-game boss, 'Succubus'.

Must Have Features

- New Enemies (Enemy_Guard & Enemy_Patrol) (5 days): Add new two enemies. Enemy_Guard will chase the player as well as the enemy_chaser but can be damaged only from the back. Enemy_Patrol will patrol the specific tiles. This feature will make the game more harder and interesting.
- Additional Weapon 'Grenade' (3 days): Add a grenade as a new weapon 'Grenade' that deals damage to every objects inside the range. This new feature allows the player to envision a slightly more diverse strategy to the player.
- Add Boss (6 days) : Add a powerful boss, 'Succubus'. Unlike the other enemies, this enemy has a lot of health and attack patterns. This feature will satisfy the hard core gamers who like a real challenge.

Should Have Features

- Improved Art Asset Quality (3 days): Adjust color pallette to help the player distinguish different objects, make more art for the non-prior things such as ceilings, walls, and fonts. This feature will make the game more visually interesting and distinguishable.

Nice to Have Features

- Easter Egg (2 days): Hide several easter eggs that can be found by the player. This feature will make the player smile. XD

Release 5: Final

Release Duration: 2 weeks
Improve the overall quality of the game by debugging and testing the game one by one. Adjust game balance for the players who think that the game is too hard or easy. Lastly, this release would be nice to include a simple opening and ending cutscenes for the game, too.

Must Have Features

- Overall Game Quality Improvement (3 days): Find out hidden bugs, adjust game balance. Try to make this game even shippable!
- Dialogue for the NPC (4 days) : Allow the shop owner to talk! This feature will allow the player to learn more about the story.

Should Have Features

- Add Easier Difficulty (2 day): Make easier difficulty for the casual players who think that the game is too hard to beat.

Nice to Have Features

- Cutscene (3 days): Make cutscenes for the intro and the ending. WELL PLAYED!