



Assault On Temporia

(No more Mr.Rice Guy)

What is it?

Game Description

- 2 player
- Competitive Tug of War
- Twin Stick Shoot em up

Similar Games



Mood



Style



Angled Top Down



Main Characters



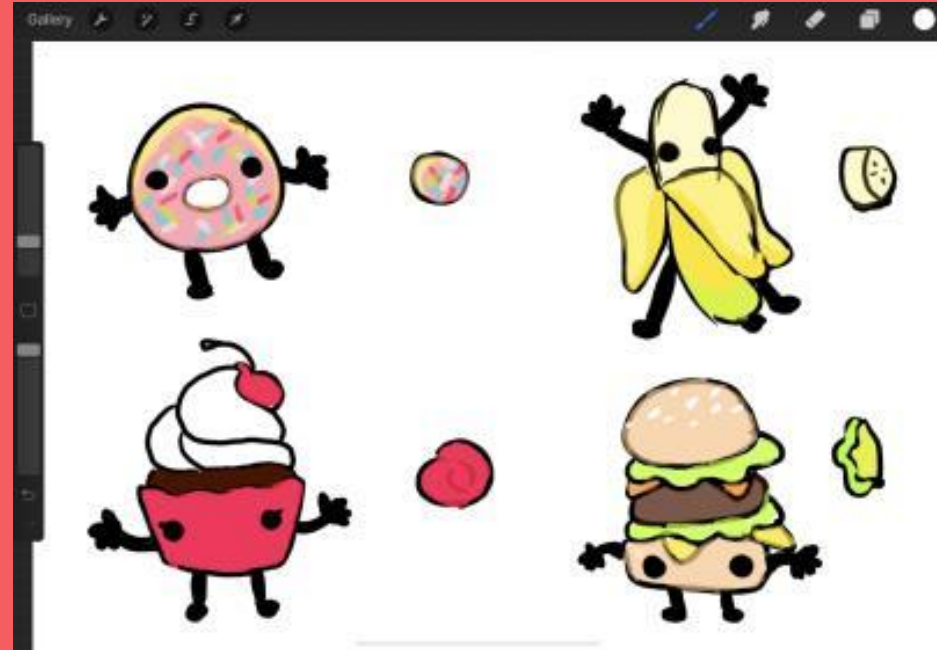
Other Playable Characters

If time allows we will create an additional two playable characters



Minions

Minions set out to attack the other players



Environment



Healthy vs. Junk

Schedule

Where we tell you what we think
is gonna happen week by week.

Week 1	5/17 - 5/24	Pre Production Planning & Concepting
Week 2	5/27 - 5/29	Finalize Concepts
Week 3	5/29 - 6/7	Blocking out Landscape & Characters
Week 4	6/10 - 6/14	Model Environment Assets, Model and Texturing
Week 5	6/17 - 6/21	Level Design, Place Assets, Character Rigging and Texturing
Week 6	6/24 - 6/28	Animations
Week 7	7/1 - 7/5	FX and Particles
Week 8	7/8 - 7/12	UI Elements, Lighting
Week 9	7/15 - 7/19	Polish and Bug-Fixing
Week <u>10</u>	7/15 - 7/19	More Bug-Fixing
Week 11	7/22 - 7/24	Last minute clean up & Finished

Asset & Production List

Where we tell you what we want to get done and how long it might take.

- Week 1
 - Land to put everything [10 hours]
 - Caves [6 hours]
 - Statues for each side (layered cake/Cocktail) [5 hours each]
 - Model Characters [3 days]
 - Model NPC [3 hours]
- Week 2
 - Giant Ham [2 hours]
 - Hot Dog [2 hours]
 - Pizza [2 hours]
 - Coconut [4 hours]
 - Milk [4 hours]
 - Bridges [3 hours]
 - Texture Characters [3 days]
 - Texture NPC [3 days]
 - Broccoli Forest [3 days]
 - Cotton Candy Forest [5 hours]
 - Rig Characters [2 hours]
 - Rig NPC [2 hours]
- Week 4
 - Inside Cave area
 - Cherry Tree [3 hours]
 - French Fries/Chicken nugget [3 hours]
 - Pools of untouchables [1 hour]
 - Animate Characters [9 hours]
 - Animate NPC [3 hours]
- Week 5
 - Grapes + pool of grapes juice [5 hours]
 - Coffee + pool of coffee juice [3 hours]
 - Watermelon [3 hours]
 - Pancakes [6 hours]
- Week 6
 - Background related stuff
 - Bread mountain, Donut Mountain [6 hours]
 - Skybox [3 hours]
 - Lighting [6 hours]
- Week 7
 - Foliage and filler objects [12 hours]
 - Animate some cool background stuff [12 hours]
- Week 8
 - Fix things that are broken [6 years]
- Week 9
 - Fix the things that broke again [forever]

Roles

(Based on everyone's strengths)

Despite everyone being assigned roles everyone will be ready to jump to another role if one is not available or if help is needed

Lodis - Level creation, camera movement, player movement

Jordan - bullet/npc behaviours

Alex - Environment Modeling and Prop Making

Adrian - Environment modeling and Animation

Daniel - Environment modeling and Prop Making

Winter - 3D Character Modeling, Retopology, and Rigging

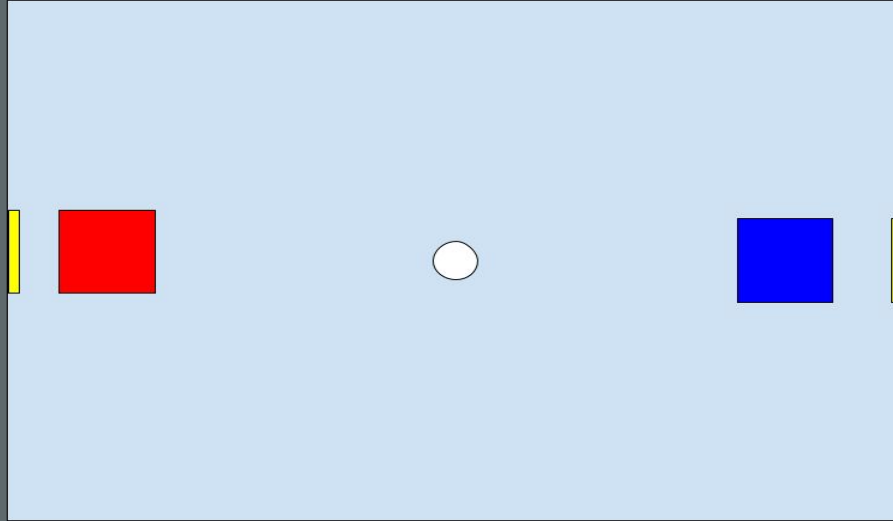
Kayleigh - 3D Character Modeling

Calvin - 3D Character, Modelling, Retopology, Hand drawn Texturing

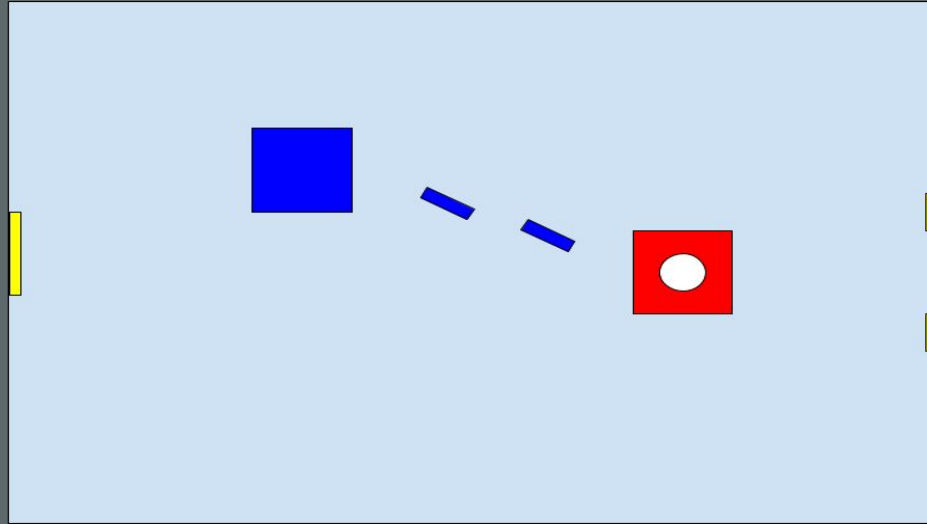
Robert - Character Animation, Team management, UI

What does it do?

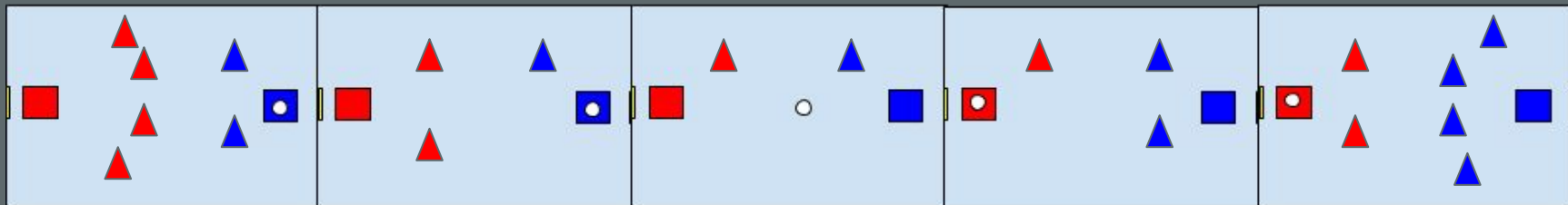
Game Play



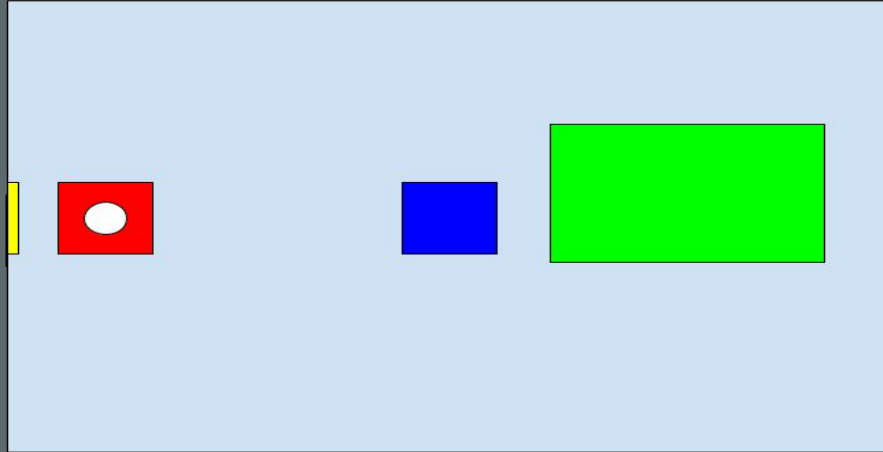
Game Play



Game Play



Game Play



Game Play Loop

