PRODUCTION BRIEF - Endless Geeks

Project Overview – PONG – New Dimension

1-Line Summary:

3D Pong with shifting camera angles based on level progression

Description:

PONG – New Dimension is a modern remake of the classic duel game. A player must manipulate their paddle to bounce a ball past the other sides paddle to score points. The primary difference from regular pong is when a point is scored the camera will rotate towards the player who scored until eventually the gameplay switches to 3D gameplay. PONG – New Dimensions also includes collectable powerups and destructible objects.

Team Members and Roles:

NAME	ROLE
Sasha S	Particles/shaders
Rachel E	Modelling
Dan L	Environment
Craig L	Programming
Joel C	Audio
Jasper E	Documenting

Client Feedback and Planned Response:

Needs to be scaled up:

- Game modes

- Level select

- Shaders

- Particles

- Dynamic environment

- Creative environment style

Project Schedule

DATE	KEY DELIVERABLES
8/11/21	All Models and textures will be complete
15/11/21	First alpha build
17/11/21	Second alpha build
7/12/21	Beta build

Project Asset Lists

Ball model

Paddle models

Ball bounce sound

Paddle bounce sound

Paddle character controller script

Ball physics script

Obstacle model

Obstacle destruction script

Background music

Gameplay boundary model

Environment assets

Budget Summary

Itemised budget:

ITEM	COST
Computers	18,000
Monitors	2,400
Office Chairs	600
Office Space	8,100
Software	1,500Maya 1,000 Plugins 540 ZBrush
Tables	900
Wacom	1,500
Wages	36,000
Total	75,940

Risk Assessment

Identified Risks and Planned Response:

RISK	RESPONSE
Over scoped	Important tasks will be prioritized so the final outcome will be at lease functional
Issues in multiplatform deployment	Dedicated programmer will spend time bug fixing and optimizing
Long-distance development	Constant online communication, shared documentation and online version control procedures will lessen the impact

PRODUCTION BRIEF - Continued Support

Once the project has been developed and published, your team will be responsible for continued support. The below section should outline the scope of work for continued support after product release.

SCOPE
In Scope: • List tasks that are reasonable for ongoing support or maintains for this project Out of Scope: • List tasks that are out of scope for ongoing support or maintains for this project

TIME
Hours per week: <number> Represents the max total hours spent per week in continued support, hours exceeding this <number> will incur additional billing. **Completion Date:** <dd/mm/yyyy> Continued support will be re-negotiated or terminated on the completion date.