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#### Game Development Team

PRODUCER

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PRODUCTION MANAGER

Chan Jian Liang

PRODUCTION COORDINATOR

Chan Jian Liang

GAME DESIGNERS

Chan Jian Liang

PROGRAMMERS

Chan Jian Liang

UX TESTERS

Chan Jian Liang

# Executive Summary

## Game Overview

Nexus chronicles is a 3D Japanese Role Playing Game(JRPG); There are 4 characters in a party and the player is able to control one of them to lead the party around the map. The objective of the game is to explore the map, kill enemies to complete quests, get stronger by leveling up which will allow them to further progress the story.

## Technical Summary

Nexus Chronicle will be developed in 17 weeks by 1 person using the C# and Unity Game Engine only. For 2D asset creation, Adobe Photoshop CS will be used. 3D models will be acquired via itch.io or the unity asset store for free.

The game will be deployed for PC only. The minimum requirements include:

PC STANDALONE

OS: Windows 10+

Graphics card: OpenGL 3.2 onwards capabilities.

# Equipment

## Hardware

Developer will be using a Legion 5 15IMH05H laptop with windows 11 Additional hardware choices include Windows PC computers, and miscellaneous hardware already owned by the the developer. .

## Software

Soft ware used are Unity, Visual studio 2019, Adobe Photoshop and paint 3D, all of which the developer has access to for free

# Evaluation

## Game Engine

The game engine utilized for the development of Nexus Chronicle is Unity as it is easy to use and allows the creation for a 3D game

## Target Platform

Pac-Man will be deployed to PC only. The PC platform is the perfect target for this game as it is designed to educate new game developers on how to create a PC game .

# Scheduling

## Development Plan

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Week 1 | | Week 2 | Week 3 | Week 4 | Week 5 |
| Ideation | | Proposal | Character movement and party following | Character animations and camera controls  Start dev elopement of combat | Player controlled character and party characters can attack target and player can use skills of character |
| Week 6 | | Week 7 | Week 8 | Week 9 | Week 11 |
| Enemy Combat Ai and party members can use skills automatically | | Skybox, Quest system is complete | Level design and HUD | Alpha Build is complete | Game menu and character menu |
| Week 12 | | Week 13 | Week 14 | Week 15 | Week 16 |
| Enemy wander AI, Combat enhancement showing aggro | | Damage Numbers, minimap | Play testing, beta build | Bug fixes | Final enhancement |
| Week 17 |
| final build is complete |

## Milestones

|  |  |
| --- | --- |
| Week 9 | Alpha build-The player can explore ,fight and complete a quest, basic UI |
| Week 14 | Playtest, beta build- The player can view party information via menus and there are more visual feedback for quests and combat |
| Week 17 | Final Build, The player can play through the start until the end of the first map |

## Updates, Maintenance & DLCs

|  |  |
| --- | --- |
| Updates | Improved party AI so that the AI better reflects their roles.  Adding in equipment for characters that provide bonuses towards different type of enemies |

# Work Environment

## Work hours

Every week there will be a minimum of 12 hours worth of work done

# File Formats & Naming Convention

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ASSET TYPE | SUBTYPE | NAMING CONVENTION | FILE FORMAT | ANNOTATIONS |
|  | Props | PropName | TIF |  |
| Environment | EnvironmentName | TIF |  |
| 2D Asset |  | CharacterName\_TextureChannel PropNameTextureChannel | JPG PNG TIFF |  |
| Codes | Cherries | CherriesType | C++ |  |
| Characters | CharacterNameBehavior | C++ |
| Player | PlayerBehavior | C++ |  |
| UI |  | UIElementState | TGA PNG |  |

# Levels

## First Area

The first Area of Nexus Chronicle is where the player will begin the game in, it’s a forest surrounded by tall hills where 2 different Enemies are roaming about with a NPC to give the player a introduction to the game.

## Asset List

|  |  |
| --- | --- |
| Players | Noble, Explorer, Sister, Brother |
| Enemies | Mushroom  Tenna ray |
| Props | Trees |
| NPC | Mage,archer |
|  |  |