DEVELOPMENT ROAD MAP GAME IDENTITY / MANTRA DESIGN PILLARS ART STYLE INTERFACE/UI FEATURES MUSIC/SOUND GENRE/STORY/MECHANICS SUMMARY List your single sentence description of Include references to lots of images and Include links to music and sound design List up to 3 words/phrases that convey the List the player input method, the controls, List the cool features or unique elements the game that you will use to guide design feeling or emotion you want the player to games that have a similar aesthetic to and how the player interacts with your that you want to include in your game. similar to What you're trying to achieve. List what the game is from a gameplay decisions. what you're trying to achieve. You can also list the emotional responses Platform: Unity / Oculus and/or story perspective. that the sound should invoke in the player. (Could also include your 3D models) (Example: Stylized action platformer about (Example: Fast. Action-packed. Mayhem.) (Example: XR Origin, Locomotion, User (Example: This game uses a unique a meatball fighting the dinner table) Interface) swinging rope mechanic to tell a story **GAMEPLAY** Milestone 1: November 15, 2024 about what it means to be a meatball...) GDD completed date VXR Movement (No Jumping) Arcade Adventure • 5 Unique arcade machine experiences Somewhat Skill Based An arcade adventure game where players Development Road Map • Tickets Earned is saved/loaded spent tokens to activate machines, and Music / SFX Atmospheric Music & Sound win tickets. **GENRE** Art Style • Players spend coins to activate a **UI Design** Features machine **Casual Adventure** • Player earns more coins from Inspiration: The Coin Game (Steam Game), Interface **MOOD** Scandia Golf & Games (Kelowna) randomly spawned coin cups Art Style **STYLE INPUT CONTROLS** Dynamic lighting and audio to set the The audio should portray accurate feeling Game Summary **STORY** mood of the scene of being in an arcade. The mood is light This game will act as a MVP vertical slice The overall look and style of this game is a Arcade: Design Pillars hearted and fun. Lots of dings, bings, and for Scandia; a Tech Skull Studios This final project will not have any story. blend between realistic and cartoon. The User interfaces for each game HMD 6 degrees of motion controls bops. Soothing background music plays production. The full game will feature: UI is designed to look like a Nintendo Game Identity But the full game when complete will have VXR Controls: Movement and 6 while walking around. camera rotation game. The textures and models are Arcade a simple story like Paper Mario or other Milestone 2: November 17, 2024 degrees motion realistic with a blend of cartoony for the Left control stick moves player around various kid friendly Nintendo titles. Locomotion completed date Mini Golf panel graphics on each machine. the space • Right control stick uses continuous Shooting Gallery **AMBIENCE** Setup XR Rig turn provider Go-Karts **CYCLONE GAME** Various ambient sounds for the arcade **MECHANICS** Movement controls are locked when Configure Camera Height Laser Tag background. Lots of competing • 72 Lightbulbs + Tickets awarded for playing an arcade machine, and • Player walks around the arcade Testing Speeds & Input Controls overlap for each machine. Bowling Alley camera pans to an overhead view Milestone 3: November 29, 2024 • Player collects tokens from randomly Mixed together for spatialized audio When machine is disengaged, 6 Jackpot Regions Batting Cages Models/Environment completed spawning token cups movement controls are restored, and **INSPIRATION** Multiplayer Capability Player will hit the button to stop the dated • Player engages with one of 5 unique camera returns to first person viewer light and try and hit the jackpot • 8 Hour Story Arc arcade machines The game takes inspiration from Mario mode **SOUND FX** games for the cartoony style, and The Jackpot odds reduce the ability for the • Engagement with a machine locks Pressing the trigger will collect coins Building Coin Game for it's overall look. player to actually win the jackpot Sound FX are dynamic and provide player movement from randomly spawning coin cups Mesh & UV feedback to the player when interacting • VXR Controls: Button Press • Player wins tickets from the arcade Cyclone: Texturing with the various arcade machines. machines • Player will press the trigger on either **MARIO** Footsteps (On Carpet) Cyclone Game Player wins plushies from the claw the left or right controller to press the machine button to stop the light Jackpot Winning Mesh & UV **CLAW MACHINE** Big Wheel: Big Wheel Texturing 19x 13 + 120 Unique plushies are scattered • Player will make a leaver pull gensture Table Leaver Pull throughout the inner container (if possible) to pull the handle Mesh & UV b. Spinning & Stopping • Player has 30 seconds from activation Claw Machine: c. Flashing / Win Tickets Texturing to drop the claw The joystick XY input is received from Claw will automatically drop after 30 Big Wheel Game Shooter the rotation information of the left seconds controller a. Pickup Gun Mesh & UV Player positions the claw using a Press the trigger on the controller to b. Fire Gun Texturing joystick drop the claw c. Enemy Death Sound ☐ Pirate Spin Wheel Game VXR Controls: Rotate the left controller Mesh & UV to move the joystick. Button press on d. Timer Sounds The ray on the right controller is used right controller to drop e. End of Game Sound Texturing to aim the gun (hidden from Claw Machine gameplay). The scene for the duck f. Narration shooting game is loaded in addition Mesh & UV Cyclone into the world and it's camera renders **PIRATE SPIN GAME** a. Button Click Texturing to a material that is used on the mesh of the screen. A ray is cast through the • 27 Ticket Spaces + 1 Jackpot b. Light Flashing When Stopping Shooter Arcade Cabinet UV position on the screen mesh into the duck game. • Player presses a button to spin the Pirate Spin Mesh & UV Press the trigger on the right controller a. Button Click Texturing to fire the gun · When the wheel stops spinning, Lighting b. Spinning & Stopping tickets are awarded based on where it Position of the bullet is determined Configure Static Lighting c. Flashing / Win lands through the screen Jackpot odds reduce the ability for the Claw Machine Bake Lighting 094 \$×31 ♦ € ♥ € Ø ⊕ ★★★★ Pirate Spin: player to actually win the jackpot Configure Dynamic Lighting a. Claw Movement Press the trigger of the controller to VXR Controls: Button Press on Arcade Machines start the wheel spin b. Button Click Milestone 4: December 4, 2024 THE COIN GAME Alternative: Rapid downward motion of c. Claw Drop / Lift UI completed date the controller to spin the wheel d. Claw Closed **BIG WHEEL GAME** e. Stuffed Animal Drop UI For Game World • 31 Ticket Spaces + 1 Jackpot f. Prize Hatch Open UI For Shooter Game Player pulls a leaver to start the spin g. Prize Win Sound UI For Cyclone Game · When the wheel stops spinning, h. Timer UI For Big Wheel Game tickets are awarded based on where it UI For Pirate Spin Wheel Jackpot odds reduce the ability for the UI For Claw Machine player to actually win the jackpot **MUSIC** Create & Design UI Canvas in VXR Controls: Leaver pulling motion (If Screenspace - Overlay Music helps to convey a sense of urgency possible) otherwise button press in timed games. Music helps to set the Configure & Test Canvas in tone and mood of the player in the Worldspace VXR experience. Milestone 5: December 6, 2024 Background Audio & Sounds complete SHOOTER ARCADE CABINET Cyclone Games last 60 seconds Ambience Claw Machine Player must shoot flying ducks that fly Arcade Background Mixer Pirate Spin across the screen Sound FX Shooter 1 ticket is awarded for each duck killed in the time limit Big Wheel Footsteps on carpet Big Wheel VXR Controls: Aiming with the laser pointer on right controller (hidden in Leaver pull game). Button press on right controller Spinning & Stopping Flashing / Win UI Sounds are not spatialized and play in 2D space to add life to the UI & Gameplay. Shooter Pickup Gun Menu Sounds Fire Gun Spending Coins Enemy Death Sound Ticket Earning Sound ☐ Timer Sounds Transition (Between free movement into arcade machine game) End of Game Sound Narrator Cyclone Button Click Light Flashing when stop Pirate Spin Button Click Spinning & Stopping Flashing / Win Claw Machine Claw Movement Button Click Claw Drop / Lift Claw Close Stuffed Animal Drop Prize Hatch Open Prize Win Sound Timer Jackpot Winning Sound Music Background Music Music for Cyclone Music for Claw Machine Music for Pirate Spin Music for Shooter Game Music for Big Wheel Menu Sounds Spending Coins ☐ Ticket Earning Sound Transition Record & Edit 2 Sounds Testing Spatialized Audio Milestone 6: December 8, 2024 Mechanics completed date □ Due 6 Dec (11:55pm) Game Play Game Manager Interaction Code to enter/exit arcade games Movement Locking player movement when interacting with arcade Player spawning Configure Movement, Camera and HMD ■ Machine Code & Animations Cyclone Code Animations Claw Machine Code Animations Big Wheel Code Animations Shooter Cabinet Code Animations Pirate Spin Code Animations Audio Code Dynamic audio triggered by events on arcade machines UI Audio Lighting Code Dynamic Lighting based on game events from interaction with arcade machines ☐ UI Code Game World ☐ Shooter Game Cyclone Game ☐ Big Wheel Game ☐ Pirate Spin Wheel Claw Machine Bug Testing Milestone 7: December 9, 2024 User Testing completed date □ Due 9 Dec (11:55pm) Let Classmates Play Game

☐ Gather Feedback & Review
☐ Milestone 8: December 12, 2024
Polish completed date
☐ Due 12 Dec (11:55pm)

☐ Build & Submit Final GitHub link

Final Bug Testing