

UNAMED

Section: 105 - 5

Team: A-Team

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Software Development Project Proposal

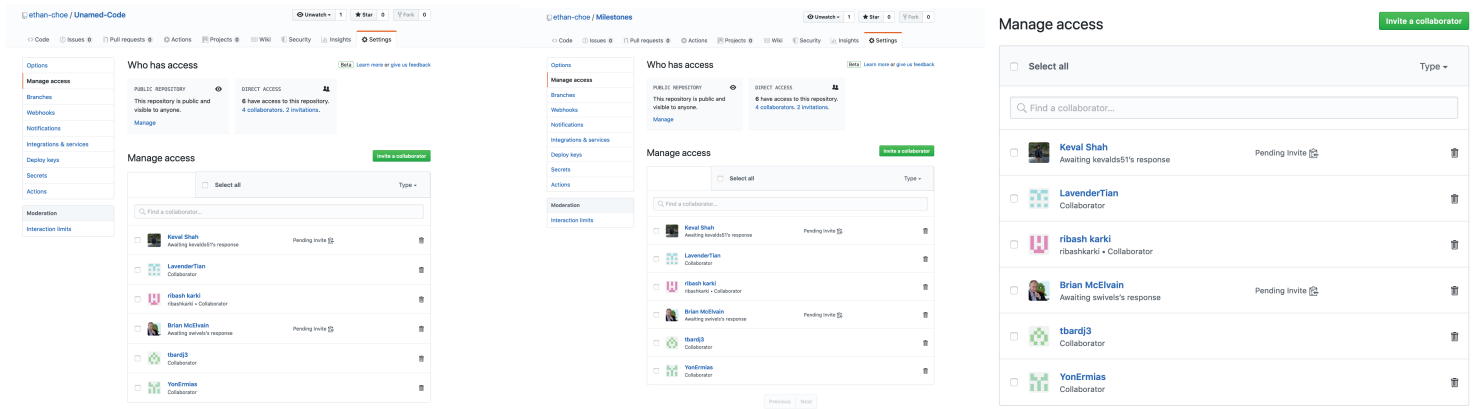
Vision Statement:

For people who play video games who need a video game that offers a slow learning curve and fun puzzles. The [product name] is a 2d Platformer that offers a unique ability cycle mechanic, unlike Celeste, which has all abilities available at all times.

Application Description:

Blank is a 16bit 2d platformer made in the unity engine. It features custom made sprites and backgrounds. This game will feature fast paced movement and jumping with precision controls. Using WASD to move you will move around the level solving puzzles, collecting keys for locked doors, and finding secret stars. The level progression is linear and difficulty increases as the level increases as you get deeper into an ancient cavern. This story driven platformer will unveil mysteries unseen before in gaming.

One of the main mechanics of the game is a cyclic function mechanic where the player can choose to use one mechanic at a time that best fits their obstacle. This will provide the user with a sense of satisfaction as they learn to link these mechanics together to produce a smooth solution to each problem they encounter. The problems will cultivate creativity and exploration to motivate the player to explore the limits of the mechanics they can chain together.



Version Control:

The three repositories our team has created in git. One for each of the following:

1. Team meeting logs
2. Milestone submissions
3. All project code/components

Verify that you have shared access to the repository with your TA and all your project team members (screen shot.)

Development Method:

An iterative approach would be best for the game development process. The game needs to constantly adapt and balance to provide an appropriate sense of challenge without impossibility. Agile / scrum allows for adjustment midway through the project and constant brainstorming. Agile works in sprints where every week you have a team meeting to design what will be implemented and tested in the project that week. With our video game it's important to constantly test mechanics and see whether or not they fit well within the story framework.

Communication Plan:

We plan to communicate using Slack and GroupMe. Slack will be used mostly for code sharing, and GroupMe for general discussion and meeting times. All members are going to check in to Slack and GroupMe everyday, or have notifications for both on their phone.

Proposed Architecture Plan:

For the front end we plan on using Aseprite, Unity, and C#. For the back end we plan on using Javascript. Unity has good tools for integrating front and back end.

Meeting Plan:

We are going to be meeting in person from 1:00pm to 3:00pm on Saturdays in Norlin Library.