Dragon Attack

**Phased Plan Document**

D-Sync

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# Introduction

A dragon named Bob has been ridiculed all his life for his underwhelming name. Both human and dragon partook in the pleasure of humiliating him. One day, Bob decided to take a stand. He flew to King Arthur’s castle to slay his knights and claim his treasures as his own. In order to make a name for himself, and horde treasures stolen from the blood of innocent (in this case, not so innocent) men, Bob shall complete this quest that all dragons before him have undertaken. Fly forth, and slaughter!

# Alpha

Players will be able to play stage 1 and stage 2 and the AI will have been coded and implemented. The basic behaviour of the variety of enemies will be locked down by this stage. Players will be able to get used to the mechanics of the game in Stage 1. They will learn how to attack and move. The enemies are more docile compared to stages 2 and 3. In stage 2, the enemies will be less forgiving, and more varied. Stage 2 introduces a new enemy – the mage. The Alpha Build will let players have a feel of the overall gameplay and level design, with an insight to how the final boss battles will be like.

## Code

Game Engine components completed. These components include: Graphics, Physics, Collision, Input. Game State Manager completed. Basic AI completed.

## Tools

Microsoft Visual Studios 2015 is used for debugging. SVN is used for version control and cloud saving. GitHub is used as a backup. Adobe Photoshop and Inkscape will be used to generate art assets and sprite sheets.

## Content

Art: Textures and animation for Bob the dragon will be completed. Textures for the enemies will be completed. Boss animations will be completed.

Audio: Audio will not be implemented at Alpha.

Story: Basic dialogue will be written at this stage, but not implemented into the game yet.

Levels: Stage 1 and 2 will be completed.

## Finishing

A good amount of play testing will be done (internally) to balance the game and to exterminate any bugs early in the development phase. This will also allow us to tune our game’s difficulty curve. With this information, the level design will be further polished. We will play test on navigation in the levels. This is important to get right in the beginning. We want to determine the correct height between each platform and how far apart they can be. We will also play test the A.I in the stages so that we can balance them.

# Beta

Players will be able to play all stages, with the power up features available. Players will get to play through the game with power ups, and more advanced enemies.

## Code

Game Engine components completed and polished. These components include: Graphics, Physics, Collision, Input. Game State Manager completed. AI polished and completed.

## Tools

Microsoft Visual Studios 2015 is used for debugging. SVN is used for version control and cloud saving. GitHub is used as a backup. Adobe Photoshop and Inkscape will be used to generate art assets and sprite sheets.

## Content

Art: Textures and animation for Bob the dragon will be completed. Textures for the enemies will be completed. Boss animations will be completed. Animation for mob enemies will be completed.

Audio: Basic sound design will be implemented.

Story: Story is implemented into the game, with dialogue and plot.

Levels: Stage 1, 2 and 3 will be completed.

## Finishing

Further play testing will be done (internally and externally) to balance the newly introduced power ups and to polish stage 3’s design and balance. We will need data on how the power ups affect the overall dynamic of the game in order to circumvent any “overpowered” power ups. We will also need to consider how it affects gameplay. The overall difficulty curve will also be revised as such. Additionally, we will need play test data on the advanced A.I. Based off that, we will balance them accordingly.

# Final

All stages and features completed. Sound design implemented fully. Art and animation implemented fully.

## Code

Game Engine components completed and polished. These components include: Graphics, Physics, Collision, Input. Game State Manager completed. AI polished and completed.

## Tools

Microsoft Visual Studios 2015 is used for debugging. SVN is used for version control and cloud saving. GitHub is used as a backup. Adobe Photoshop and Inkscape will be used to generate art assets and sprite sheets. Open Broadcast Software will be used to record the gameplay for the trailer. Premiere Pro will be used to edit the trailer.

## Content

Art: All art and animation will be implemented and polished.

Audio: All sound design will be implemented and polished.

Story: Story will be implemented and polished.

Levels: All stages will be implemented polished.

## Finishing

Game balanced and polished. Level design is polished. All features implemented. The game will be polished for release by this stage. We will play test at this stage to gather information on the U.I and overall feel of the game. We will be using this play test to gather feedback on the overall difficulty of each level and A.I. Based on that, we will be doing some final balancing to the levels and A.I.