

# Project Sound

## Milestone Development

By Dark Energy™

### Overall Roles:

Anthony Chen- *Project Leader, AI Programmer*

Detian Shi- *Lead Programmer*

Natalie Diebold- *Lead Visual Designer*

Elle Lee- *Junior Programmer, GUI*

Rena Sha- *Junior Programmer, Level Editor*

Nick Beaumont- *Senior Programmer, Assets*

### 1. Gameplay Prototype:

**Description:** First software prototype, a throw-away prototype made in GameMaker

**Deadline:** February 28<sup>th</sup>

**Production Dates:** Character graphics (ASAP), Completion of prototype (2/18), Testing (2/18),  
Last minute editing (2/26)

**Deliverable:** Playable prototype of one level of our game

**Test for Acceptance:** Can players beat the game? The prototype should be challenging enough to be fun and should demonstrate to users the cost-benefit of pinging.

**Risk Assessment:** Players may have a difficult time beating the game.

#### Task Distribution:

Rough Graphics: Natalie Diebold

Sound: Nick Beaumont

Implementation: Detian Shi

Testing, Paperwork & Support Functions: Elle Lee, Anthony Chen, Rena Sha

### 2. Technical Prototype:

**Description:** An evolutionary prototype of a technical component; in XNA and C#.

**Deadline:** March 14<sup>th</sup>

**Production Dates:** Graphics (3/5), GUI, Physics, Control (3/9), *Architectural Specification* (3/9),  
Code Integration (3/10), Testing (3/11-3/14), *Technical Prototype Report* (3/16)

**Deliverable:** Ping illumination. Basic game engine with rudimentary functionality: players and object can be placed. Player can be moved. Collisions detected.

**Test for Acceptance:** Are the player actions implemented and working? This includes pings interacting with other objects, objects showing up in the graphics engine when pinged, the collision engine working, and the player moving. Also is basic GUI implemented, such as the sound-bar, and notifications?

**Risk Assessment:** Since all programmers are in charge of coding different parts, we may run into issues combining all the code together. Also time management.

**Task Distribution:**

GUI: Elle

Ping physics: Nick Beaumont

Collision physics and paperwork: Anthony Chen

User control and basic movement/animation: Rena Sha

Improved graphic design with placeholder sprites; ad hoc coding/scripting: Natalie Diebold

Paperwork, basic logic and graphics (Z-indexing): Detian Shi

### 3. Alpha Release:

**Description:** Basic code complete with a playable level. Includes a level editor.

**Deadline:** April 3

**Production Dates:** Level editor (3/21), AI (3/21), Graphics (3/19),  
One level completed and played (3/30), Alpha Presentation slides (TBD),  
*Level Design (3/30), Alpha Release Report (4/6)*

**Deliverable:** At least one playable level. Level editor completed. Enemy interaction including AI, and level interaction (triggers, avalanches) are implemented.

**Test for Acceptance:** Can the level designer, Rena, design levels using drag and drop without coding? Is at least one level somewhat playable? ie. are monsters and geographical interactions working?

**Risk Assessment:** Both junior programmers, Elle and Rena, will be working together to implement the level editor. This will be a challenge as this is a large task that both programmers are not too familiar with. The tasks may shift however, if the team feels that the completion of the level editor is struggling. Also we have quite a few different enemies and triggers, thus making sure those work will also be a challenge. Hence we will really need to focus on time management.

**Task Distribution:**

AI and Paperwork: Anthony Chen

Level Design and Level Editor: Rena Sha and Elle Lee

Trigger interaction: Nick Beaumont

Improved graphics/animation sheets; adhoc coding/scripting: Natalie Diebold

Everything else + bug fixing: Detian Shi

#### 4. Beta Release:

**Description:** Basic features complete with a several playable levels. Plans for user testing.

**Deadline:** April 17

**Production Dates:** Manual graphics (4/9), Game manual (4/13),  
Title sequence and Level transitions (4/13), Beta Presentation slides (TBD),  
*Beta Release Report* (4/20)

**Deliverable:** Working version of above, 2.5 levels, minimal bugs, storyline as level transition images and discovered memories.

**Test for Acceptance:** Players should be able to play the game, running into bugs sparingly. Game should not crash immediately. Are the storyline images suitably inserted into the game, without disturbing the gameplay? Is the story coherent?

**Risk Assessment:** Making the game run with few bugs will be challenging. Another challenge would be to make sure that the levels are beatable and that everything is somewhat working properly.

**Task Distribution:**

Programming, tweaking, bug fixing: Detian Shi, Anthony Chen, Nick Beaumont, Elle Lee

Level Designing: Rena Sha

Finalized graphics assets, title sequence, and level transitions: Natalie

#### 5. Final Release:

**Description:** Levels complete but perhaps not polished. Bug fixing and balancing only at this point.

**Deadline:** April 29<sup>th</sup>

**Production Dates:** 5 playable levels (4/23), Play-tester feedback (4/26),  
Finalized animations and storyline images (4/27), Final Document Portfolio (4/27),  
Final Release Report (5/5)

**Deliverable:** Levels completed. Game is balanced and plot makes sense.

**Test for Acceptance:** Are the play-testers satisfied with the gameplay and story elements? Are the levels both challenging and beatable? Do the levels keep the player engaged and interested?

**Risk Assessment:** Completing the remaining levels and removing the majority of the bugs will be challenging and require everyone's help. Also to make sure that the game is fun and that the game is beatable

**Task Distribution:**

Bug-fixes: Everyone

Graphics tweaking: Natalie

## 6. GDIAC Showcase:

**Description:** Preparing all deliverables for the big day

**Deadline:** May 11<sup>th</sup>

**Production Dates:** Registration (TBA), Installer CD and Lab Test (4/30), Promotional Graphics (5/4), Poster content (5/7), Printed documents (5/10)

**Deliverable:** CD containing installer and promotional material. Game manual and display poster is completed, ready for presentation.

**Test for Acceptance:** Positive reception while presenting game during the showcase

**Risk Assessment:** Because this is the final deadline any delays caused by previous late work will be realized during this milestone. Compiling the final deliverables will take time and any additional work incurred due to bug-fixing will detract from the remaining time. It is crucial that previous deadlines are met to ensure that the final deliverables can be completed.

**Task Distribution:**

Bug-fixes: Everyone

Promotional graphics assets: Natalie

Written material: Anthony

Display poster: Everybody