Client Planning

# Client Overview

**Name:** Jesse James Donlevy

**Contact Details:** [jesse.donlevy@aie.edu.au](mailto:jesse.donlevy@aie.edu.au)

**Time Frame:** 6 Weeks

**Platform:** PC

## Approval Process

We will pitch various game concepts for our client and discuss each one thoroughly, breaking down their feasibility.

As we develop the chosen concept, we will have weekly meetings with the client to ensure progress is growing steadily.

# Development Overview

## Team Overview

**Team Name:** Fermata

**Members:**

Glittika Gerdmanee (Nancy) - Designer

**Strengths:**

* Narrative Design
* 2D Digital Art
* Concepting

**Weaknesses:**

* Horror Concepts
* Scripting (Coding)

Wing Him Choi - Artist

**Strengths:**

* Rigging
* Animation
* Creature Modeling

**Weaknesses:**

* 2D Art
* Retopology

Tiarna Kilmister - Artist

**Strengths:**

* Character Modeling
* ZBrush
* Texturing

**Weaknesses:**

* Skinning
* Hard surface modeling

Finn Perry - Programmer

**Strengths:**

* Back-End Systems
* Tools

**Weaknesses:**

* Programming for Front End
* Gameplay

## 

## Development Environment

**Software**

* Maya
* ZBrush
* Substance Painter
* Photoshop
* Unity3D
* GitHub Desktop
* Visual Studio

**Hardware**

* Wacom Intuos Pro Medium