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Poo Poo Pipe

Game Plan Document

Playtest date: Dec 14, 2019

GAM200F19KR

FALL 2019

**Name Title Coding Responsibility**

**Kim HaGyeong          Producer                   Architecture**

**Son JuHye     Graphic programmer   Graphics**

**Lee UiJin               Technical Director                   Architecture**

**Hong eunjin Designer                       Design, Sound**

**Project status**

Currently, our game has all the features necessary for gameplay(for example, movement, rotation, and pipe connect checks). Our game engine is a component based engine with custom object, and each puzzle is implemented as a object with component. Each level is managed by a stage manager. We will implement three additional plans to further develop the game:

1)Add items and traps

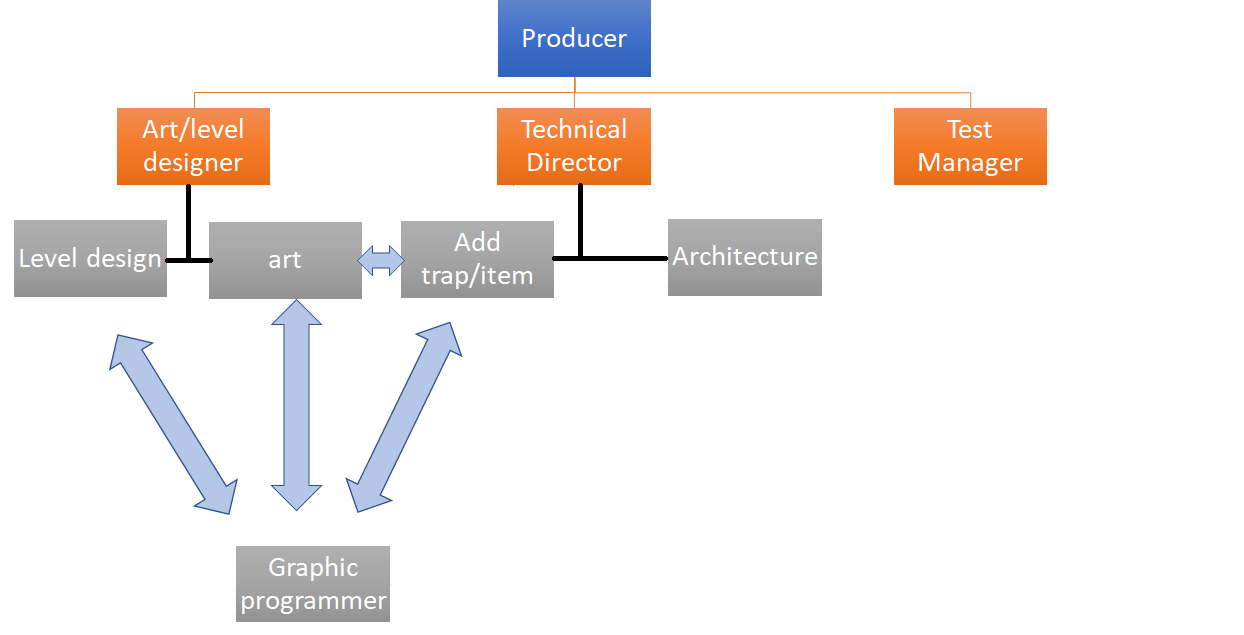
2) more levels

3) Add various graphical effects for polishing (animation, camera, etc.)

4) Add funfactor

We assigned each member a role to successfully complete these plans.

**Team Responsibility and Structure**



-The producer oversees everything related to the engine and the game.

- Each member of the team tells the producer if there is a change in their responsibilities.

-Each team member double checks the work they are responsible for.

- Graphic programmers work with other team members when they work on graphics, such as level design, art, adding traps and items. Also, add graphic effects that other team members need.

-The test manager manages bugs related to the game.

**Team Responsibility:**

|  |  |  |  |
| --- | --- | --- | --- |
| Eunjin Hong | Hagyeong Kim | Joohye Son | Uijin Lee |
| Lead Designer/  Art | Producer/  Test manager | Graphic programmer | Technical Director |
| Level design/  Sound | Document/  Check Bugs/ | Graphical Effect | Engine architecture/  Add Item and Trap |

**Project Risks and Mitigations**

Risk #1 During vacation, members can't do their own things because of traveling or personal work

Mitigation #1 Set a date to meet regularly

Risk #2 Team member disappeared due to leave of absence

Mitigation #1Find new team members from returning students or students of the same grade

Risk #3 Fail to implement traps or items as desired

Mitigation #1 Search on Google

Mitigation #2 Use stackoverflow

Mitigation #3 Ask the Professor