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| **Tools Project Design Document** | |  | | --- | | *08/18/2022*  Joseph Walden  2042506 | |

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| --- | --- | --- | --- |
| **Project Concept** | | | |
| **1** **Intro** |  | You create or edit a   |  | | --- | | *Cutscene for creature evolutions* | | in this   |  |  | | --- | --- | | *cutscene animation* | tool | |
|  | where   |  | | --- | | *designers* | | can add   |  | | --- | | *Effects and transitions to a creature transformation* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **2** **Who is it for?** |  | The tool is created for   |  |  | | --- | --- | | *Designers* | to | | create/edit   |  | | --- | | *create Pokémon style evolution cutscenes* | |
|  | and the goal of the tool is to   |  | | --- | | *Make cutscene creation easier for projects* | | |

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| **3** **What game engine is it used for?** |  | The output can be used in   |  | | --- | | *Unity Engine* | | and is used for   |  | | --- | | *rapid modular cutscene creation.* | |
|  | [*optional*] There will also be   |  | | --- | | *description of anything else that we may want to consider when using it in the game engine.* | | |

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| **4** **File format**  **Technical Stack** |  | The tool exports the data as,   |  | | --- | | *MP4* | | and will be consumed with   |  | | --- | | *Where the user wants to implement the creature cutscene.* | |
|  | There will also be   |  | | --- | | *Unity Video Player* | | |

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| **5** **User**  **Interface** |  | The tool has   |  | | --- | | *buttons/textbox* | | that will   |  | | --- | | *Manipulate properties* | | to modify   |  | | --- | | *event happens in the cutscene* | |
|  | When we export in the tool   |  |  | | --- | --- | | *MP4* | will be generated | | | and we can use it for   |  | | --- | | *Unity animation cutscenes* | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **6** **Other Features** |  | |  | | --- | | *Cutscene creator will be handy for creating personalized evolutions for different creature combinations quickly.* | |  | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **7** **How much will you charge for it?** |  | |  | | --- | | *Free* | | *Unity Engine* | |

# **Project Timeline**

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| --- | --- | --- |
| **Milestone** | **Description** | **Due** |
| **#1** | |  | | --- | | * *Unity UI for using the tool.* | | |  | | --- | | *08/25* | |
| **#2** | |  | | --- | | * *Recording logic for exporting.* | | |  | | --- | | *09/01* | |
| **#3** | |  | | --- | | * *Simple effects that transition one creature to another* | | |  | | --- | | *09/05* | |
| **#4** | |  | | --- | | * *Additional special effects themed around water, fire, and grass.* | | |  | | --- | | *09/08* | |
| **#5** | |  | | --- | | * *Bug fixes and polish.* | | |  | | --- | | *09/15* | |
| **Backlog** | |  | | --- | | * *An additional effect for each element.* * *Post processing* | | |  | | --- | | *TBD* | |

# **Project Sketch**

Diagram, schematic

Description automatically generated

# **How to use / Instructions**

Based on what’s enabled, when the user presses confirm, the cutscene will play and save.