

**Dark Cloud Spiritual Successor**

Scoping document.

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# Projected Scope

## Projected Final Project Objectives

* Switch™ motion controls
* Citybuilding Diorama system
* 3D Roguelike dungeon generation.
* Upgradeable Weapon system
* Inventory System
* Realtime battle system in dungeon.

## Projected CIT Major Project Objectives

* Citybuilding Diorama system
* 3D Roguelike dungeon generation.
* Realtime battle system in dungeon.

## Workload Breakdown

1. To begin, the first objective that would need to be completed would be the 3D dungeon generation system, as this will occupy the majority of the players’ experiences while playing the game.
2. After the dungeon system is completed the combat system within the game would need to be refined as to create an enjoyable experience for players.
3. Thirdly, to complete the core experience the Diorama system allowing players to fiddle with the projected building system for the final game.
4. Finally to allow players a more enjoyable alpha experience, they would need the ability to test out the combat, this would need a functioning enemy AI system as well as 2 mostly fleshed out player characters.

# Additional Tasks

## Non-required tasks

* Upgradable Weapons system.
* Completed Inventory System.
* AI system for NPCs, to simulate a functioning town.
* All of the art and character AI

## Schedule of Work

|  |  |
| --- | --- |
| Month | Work |
| August | * Finish the Dungeon Generator * Retouch the Diorama system * Start Battle System |
| September | * Finish battle System * Add Sounds & start town NPCs |
| October | * Add the NPCs and art * Retouch Battle System |
| November | * Final bug fixing * Open Alpha testing * Hand in project |

# Risk Analysis

|  |  |  |  |
| --- | --- | --- | --- |
| Risk number | Impact | Likelihood | Reason |
| 1 | 4 | C | For such a large art-based project, a lack of artists will greatly affect the ability to produce assets. |
| 2 | 5 | B | Broken touch controls would not allow for the project to be used at its full and envisioned potential. |
| 3 | 5 | A | Not acquiring the necessary funds would lead to risk 1 and similar risks, leading to an inability to produce assets. |
| 4 | 3 | C | Less consumer interaction would lead to less return for project stakeholders. |
| 5 | 4 | A | Similar to risk 3. Lack of payment would lead to needing to lay off dev members. Inability to reimburse for asset creation |
| 6 | 3 | B | Not enough funds would not allow artists to be paid. This is remedied by reducing team numbers. |
| 7 | 3 | B | Lack of or no communication from/with would likely lead to a project that is not how the observatory envisioned. It is deemed low as the observatory has expressed that the dev team would have relatively large artistic freedom. |
| 8 | 4 | B | Unfinished interface art would not allow the project to be shown/rehearsed in the exhibit upon release, leading to less customers interacting with the interface. |
| 11 | 3 | A | Unnecessary interference by CIT due to their development inexperience may lead to inconsistencies in the finished product. |
| 12 | 4 | B | Inconsistent scheduling would push back the project time. |
| 13 | 4 | A | Development staff leaving the project pre-emptively would lead to a lack of assets upon deliverable time. |
| 15 | 3 | B | Insufficient promotion/advertising of the project may lead to less customers interacting with the interface and thus less returns. |
| 16 | 3 | C | Inability to acquire a Switch Devkit would make it impossible to develop for that console. Leading to it being a pc only game. |
| 19 | 5 | A | A cancelled project would make the entire product meaningless, leading to wasted time and resources. |
| 20 | 4 | B | As the team has not made a touch enabled game before, this may affect the final product. |