

Scope

Scope Statement

Project Justification

Goel-Amjad Studios™ fills the eternal and complex market niche for beautiful game craftsmanship with its new classic: Cash Out. Gamers are always hungry for achievement and prestige, but more importantly: a challenge. The video game market amounted to 20 billion dollars in 2015; within that statistic, platforming games are present. The market for another video game is accepting, and that is the need that Cash Out addresses.

Product Description

The product that Goel-Amjad Studios™ is offering to fulfill the clear market need, is a game called Cash Out. It is a 16-bit platformer game in which a bank robber attempts to make his escape, while descending through the floors of a notorious bank. The bank will encounter obstacles such as security cameras, police, and secure vaults. The secure vaults run on a puzzle basis: the robber must collect four bank notes that each contain a number necessary to open the vault at the end of the level. The vault will indicate with a green light if the paper fits in its slot. Once all four papers have been placed correctly, the robber will advance to a lower floor in the bank. The robber must make his way down 3 levels (easy mode), or 4 levels (hard mode), or 5 levels (expert mode). Getting caught at all, (by cameras, police, or any obstacle) will force you to be caught. Once caught, the player must restart the entire game. Cash Out creates a new genre that is incredibly appealing to gamers: “Puzzleformer”. It is a mixture of a puzzle game, and a platform game, which challenges both the mental capacity and reactions of the gamer; creating a hard yet rewarding obstacle.

Deliverables

Project Deliverables:

- Project Charter
- Project Plan
 - WBS
- Risk Management

Product Deliverables:

- Design Documents
 - UML Diagram

- Flow Diagram
 - Design Document
- Working Code
- User Manuals
- Testing Documentation

Objectives

- Receiving 95%+ as the final mark for all of the deliverables of the project
- Delivering the project on time
- 10+ minutes of content
- 80% of the GDD executed
- Code is working and free of bugs
- Game is crash proof

Scope Definition (WBS)

1. Project Deliverables
 - 1.1. Project Charter
 - 1.1.1. Project need
 - 1.1.2. Product description
 - 1.1.3. Project manager assignment
 - 1.1.4. Project constraints
 - 1.1.5. Project assumptions
 - 1.1.6. Project stakeholders
 - 1.2. Project Plan
 - 1.2.1. WBS
 - 1.2.1.1. Outline overall work structure
 - 1.2.1.2. Plan a strategy for outlining project organization
 - 1.2.1.3. Decomposition
 - 1.3. Risk Management
 - 1.3.1. Planning risk management stages
 - 1.3.2. Risk identification
 - 1.3.2.1. Streamline project achievement outcomes
 - 1.3.3. Performing qualitative risk analysis
 - 1.3.4. Communicating risk to stakeholders
 - 1.3.5. Refining the risk based on research
 - 1.3.6. Controlling risks

2. Product Deliverables

2.1. Design Documents

2.1.1. UML Diagram

2.2. <http://createy.com/blog/diagrams/uml-diagram-types-examples/>

2.2.1.1. Class Diagram

2.2.1.2. Flow Diagram

2.2.1.3. Design Document

2.2.1.3.1. Introduction

2.2.1.3.2. Character bios

2.2.1.3.3. Gameplay description

2.2.1.3.4. Artistic style outline

2.2.1.3.5. Asset breakdown

2.2.1.3.6. Suggested game flow diagram

2.2.1.3.7. Additional possibilities

2.3. Working Code

2.3.1. Objects

2.3.1.1. Player

2.3.1.1.1. Animations

2.3.1.1.1.1. Walk cycle

2.3.1.1.2. Hit-detection

2.3.1.1.3. Sound effects

2.3.1.1.3.1. Footsteps

2.3.1.1.3.2. Hacker-device sound

2.3.1.2. Pistol

2.3.1.2.1. Animations

2.3.1.2.1.1. Gunshot

2.3.1.2.2. Hit-detection

2.3.1.2.3. Sound effects

2.3.1.2.3.1. Gunshot

2.3.1.2.3.2. Gun-hit

2.3.1.3. Cameras

2.3.1.3.1. Animations

2.3.1.3.1.1. Scanning

2.3.1.3.1.2. Caught

2.3.1.3.2. Hit-detection

2.3.1.3.3. Sound effects

2.3.1.3.3.1. Scanning

2.3.1.3.3.2. Caught

2.3.1.4. Lasers

2.3.1.4.1. Animations

2.3.1.4.1.1. Laser movement

2.3.1.4.2. Hit-detection

- 2.3.1.4.3. Sound effects
 - 2.3.1.4.3.1. Zap (detected)
- 2.3.1.5. Vaults
 - 2.3.1.5.1. Animations
 - 2.3.1.5.1.1. Puzzle appears
 - 2.3.1.5.1.2. Vault unlocks
 - 2.3.1.5.2. Logic
 - 2.3.1.5.2.1. Check correct number
 - 2.3.1.5.3. Sound effects
 - 2.3.1.5.3.1. Machine moving sound
 - 2.3.1.5.3.2. Beep (number entry)
 - 2.3.1.5.3.3. Success (upbeat beep)
 - 2.3.1.5.3.4. Failure (angry beep)
- 2.3.1.6. Police
 - 2.3.1.6.1. Animations
 - 2.3.1.6.1.1. Walk cycle
 - 2.3.1.6.1.2. Searching/guarding
 - 2.3.1.6.2. Hit-detection
 - 2.3.1.6.3. Sound effects
 - 2.3.1.6.3.1. "Hey! Stop!"
- 2.3.1.7. Puzzles
 - 2.3.1.7.1. Switch puzzle
 - 2.3.1.7.1.1. Pictures
 - 2.3.1.7.1.1.1. Dollar bill
 - 2.3.1.7.1.2. Graphics
 - 2.3.1.7.1.2.1. Red overlay
 - 2.3.1.7.1.2.2. Red outline
 - 2.3.1.7.1.3. Logic
 - 2.3.1.7.1.3.1. Grid calculations
 - 2.3.1.7.2. Mouse puzzle
 - 2.3.1.7.2.1. Graphics
 - 2.3.1.7.2.1.1. Maze
 - 2.3.1.7.2.2. Hit-detection
 - 2.3.1.7.2.3. Sound effects
 - 2.3.1.7.2.3.1. Success (upbeat beep)
- 2.3.2. Backgrounds
 - 2.3.2.1. Title screen (city)
 - 2.3.2.2. Bank floor 1
 - 2.3.2.3. Bank floor 2
 - 2.3.2.4. Bank floor 3
 - 2.3.2.5. Bank floor 4
 - 2.3.2.6. Bank floor 5
 - 2.3.2.7. Ending screen (score)

- 2.3.3. Text
 - 2.3.3.1. Menus
 - 2.3.3.1.1. Instructions
 - 2.3.3.1.2. Selecting Difficulty
 - 2.3.3.1.3. Title sequence
 - 2.3.3.1.4. Ending sequence
 - 2.3.3.2. Gameplay
 - 2.3.3.2.1. Puzzles
 - 2.3.3.2.2. Score display
 - 2.3.3.2.3. Time limit
 - 2.3.3.2.4. HUD
- 2.3.4. Music
 - 2.3.4.1. Compositions
 - 2.3.4.1.1. Title screen soundtrack
 - 2.3.4.1.2. Game soundtrack
 - 2.3.4.1.2.1. Background music
 - 2.3.4.1.2.2. In-trouble music
 - 2.3.4.1.3. Ending soundtrack
- 2.3.5. Title sequences
 - 2.3.5.1. Animations
 - 2.3.5.1.1. Title screen animation
 - 2.3.5.1.1.1. Floating clouds
 - 2.3.5.1.1.2. Passing cars
 - 2.3.5.1.2. Ending
 - 2.3.5.1.2.1. Helicopter
 - 2.3.5.1.2.2. Escape
- 2.3.6. Score
 - 2.3.6.1. Score math
 - 2.3.6.2. Score logic
- 2.4. User Manuals
 - 2.4.1. Backstory
 - 2.4.2. Objective
 - 2.4.2.1. General
 - 2.4.2.2. In-depth objective
 - 2.4.3. Gameplay
 - 2.4.3.1. General overview
 - 2.4.3.2. Obstacles
 - 2.4.3.3. Goals
 - 2.4.3.3.1. Main goals
 - 2.4.3.3.2. Bonus goals
 - 2.4.3.4. Puzzles
 - 2.4.3.4.1. Types
 - 2.4.3.4.2. Instructions

- 2.4.3.4.3. Penalties
 - 2.4.3.5. Difficulties
 - 2.4.3.5.1. Easy
 - 2.4.3.5.2. Medium
 - 2.4.3.5.3. Hard
 - 2.4.3.6. Time limit
 - 2.5. Testing Documentation