Sprint1 Doc

HW Specifics Discussed in Class:

Due Feb 7: Paper Prototype

**Done Feb 7:**

-Jake: Bring clothes, Map outlines

-Brandon: food, art concepts rough draft

-Isaac: bring tape, demo point system, rough draft on actual point system

\*Talk to Dalton mechanics- write rough draft of ideas, send to Marina

-James: rough audio concept

-Dalton: bring box and weapons

\*Talk to Isaac about game mechanics, see above \*

-Marina: Finish Sprint1 doc, bring supplies, bring box, start research doc

Final Sprint1 Goals

SPRINT1: Feb. 16th

Producer: Finish Sprint Document, Research Document, Research Presentation

Design: Level Walkthrough, Create Design Doc (game play mechanics, characters, levels, audio)

Programmer: Working tech demo, prototype level

Artist: Art concept decided, start modeling it, gather model assets

Audio: Finalize of all music, gather sound assets

Roles

* Producer - Marina
* Designer(s) – Brandon, Marina, James, Jake
* Programmer(s) – Dalton, Isaac, Marina
* Artist(s) – Jake, Brandon
* Audio Engineer -James, Brandon
* Scrum Captain - Marina
* Scrum Leader (this person acts as the voice of the player) – Dalton, Isaac

Due Dates

Due By Each Person on This Date:

* Team Handed in Assignments
* Individually handed in Assignments

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| --- | --- | --- | --- | --- | --- | --- |
|  | Producer (Marina) | Design  (M, B, James, Jake) | Programmers  (D, I, M) | Artists  (B, Jake) | Audio  (James, B) | Scrum Capt.  Scrum Lead. |
| Feb 7 | -Team Sprint (Feb7th)  -Research Doc (rough)  -Paper Prototype (Feb7th) | -Level map outline | -Rough draft of mechanics | -Art Concept (rough) | -Music Concept (rough) |  |
| Feb 9 | -Research Doc (rough) | -Design Doc mostly filled out | -Game Mechanics Finalized | -Art Concept Finalized | -Music Concept Finalized |  |
| INDIVIDUAL RESPONSE PAPER DUE:FEB 13TH | | | | | | |
| Feb 14 | -Research Doc (final) (Feb14th) | -Level Walkthrough (Feb15th) | -Working tech demo | -List of art assets  -3D character models | -List of sound and music assets |  |
| Feb 16 | -Research Presentation (Feb16th) | -Finished game design doc (Feb20th) | -Prototype Level | -Gathered assets to unity | -Gathered assets |  |

In Class Schedule

Feb 7: Programmers(Unity, start program), Artists start design document

-Talk about art concept and assets

-Talk about sounds for assets

-Discuss research document

Feb 9: Level Walkthrough

-Update and report research doc

-Update design doc with game mechanics, art concept, and music concept

Feb 14: Finalize Research Doc, Finalize Level Walkthrough

-Plan Research Presentation

-Finalize Asset lists

-Programmers: time to work on prototype

Feb 16: Finish Game Design Doc

-Artists Gather assets into Unity

-Programmers finish Prototype (If unable to finish need to schedule work day before next class)