

# NINJA PLANNING DOCUMENT

## BLACK BELT

Ninja: Carter Hemsley

Project Name: \_\_\_\_\_



### Planning Phase - Brainstorming

What type of project do you want to create?

baseball game where the hitter is trying to hit the ball and when they hit it, depending on timing the baseball will go somewhere.

What is the theme of your project?

skill based simulation game

What is the goal of your project?

don't miss 3 balls and keep hitting

# NINJA PLANNING DOCUMENT

## BLACK BELT



Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Planning Phase - Brainstorming

What will you use for inspiration for your project? What other projects, games, movies, books, TV shows, or music are you using for inspiration?

Google 4th of July game thing

What obstacles, conflicts, or challenges will be presented to the user in your project?

pitcher

infielders

outfielders

different pitches

How will the user complete the project?

beat your highscore

# NINJA PLANNING DOCUMENT

## BLACK BELT

Ninja: Eric

Project Name: \_\_\_\_\_



### Planning Phase - Storyboarding

Use the space below to plan out the basic flow of your project. Draw or describe your characters, the setting, and any important items or story information.

# NINJA PLANNING DOCUMENT

## BLACK BELT

Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Planning Phase - Controls & User Interface

Use the space below to sketch out your project's starting screen. This should include your project's draft title and goal, as well as a breakdown of the controls.

Sketch out a basic user interface for your project. This should contain the information your player needs to navigate your project or play your game (such as lives, health, score, or a map).

# NINJA PLANNING DOCUMENT

## BLACK BELT

Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Prototyping Phase - Game Mechanics #1

Use the space below to describe one game mechanic. What kind of game object(s) will you use? What will you name your script?

I used physics so the hitter can hit the ball, the script will be called ballCollision();

Circle the Unity and C# concepts you will use to implement this mechanic.

Awake	Instantiate	Sound
Boolean	Int	Start
Camera	Invoke	Switch
Colliders	List	Tag
Conditional	Loop	Texture
Destroy	Particles	Time
Fixed Update	Physics	Translate
Float	Prefab	Update
Function	Raycast	
Input	Scene	

# NINJA PLANNING DOCUMENT

## BLACK BELT

Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Prototyping Phase – Game Mechanics #1

Using your description and selected concepts, write pseudocode for your game mechanic.

ball hit cube  
if swing  
add force

Use your pseudocode to help you create your game mechanic in Unity.

# NINJA PLANNING DOCUMENT

## BLACK BELT



Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Prototyping Phase - Game Mechanics #2

Use the space below to describe a second game mechanic. What kind of game object(s) will you use? What will you name your script?

physics the pitcher will add force so the  
hitter can hit the ball, the script shall be  
named ballRotate

Circle the Unity and C# concepts you will use to implement your game mechanic.

Awake	Instantiate	Sound
Boolean	Int	Start
Camera	Invoke	Switch
Colliders	List	Tag
Conditional	Loop	Texture
Destroy	Particles	Time
Fixed Update	Physics	Translate
Float	Prefab	Update
Function	Raycast	
Input	Scene	

# NINJA PLANNING DOCUMENT

## BLACK BELT

Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Prototyping Phase - Game Mechanics #2

Using your description and selected concepts, write pseudocode for your game mechanic.

When ready to pitch  
do animation  
wait 1 second  
add force

Use your pseudocode to help you create your game mechanic in Unity.

# NINJA PLANNING DOCUMENT

## BLACK BELT



Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Prototyping Phase: Playtesting

Q1: What did you like about my project prototype?

Sensei	I like the monkey outfielders
Ninja	it was addicting
Other	the gameplay

Q2: What could be improved in my project prototype?

Sensei	make it less bright
Ninja	nothing
Other	label score

Create two more questions for your playtesters.

Q3: do you find my game hard or easy?

Sensei	middle
Ninja	easy
Other	easy

Q4: Should there be ads?

Sensei	ya
Ninja	ya
Other	no

# NINJA PLANNING DOCUMENT

## BLACK BELT

Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Alpha Phase - Assets and Design

What are at least three assets that you want to use in your project?

pitcher  
hitter  
ball

Look for these assets in the Unity Asset Store. What assets did you find? How might you use them in your project?

nothing had to use random sketchy websites

How will you modify the assets to fit your project's theme?

I won't because they are perfect.

# NINJA PLANNING DOCUMENT

## BLACK BELT



Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Alpha Phase - Playtesting

Q1: What did you like about my project?

Sensei	dancing monkeys
Ninja	graphics
Other	big monkeys in outfield

Q2: What could be improved in my project?

Sensei	fielding
Ninja	nothing
Other	better instructions

Create two more questions for your playtesters.

Q3: easy or hard

Sensei	easy
Ninja	easy
Other	easy

Q4: ads?

Sensei	yes
Ninja	no
Other	no

# NINJA PLANNING DOCUMENT

## BLACK BELT



Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Beta Phase - Playtesting

Q1: What did you like about my project?

Sensei	Engaging and graphics
Ninja	fun
Other	UI/UX

Q2: What could be improved in my project?

Sensei	add a catcher
Ninja	New Skins
Other	mechanics for balls

Create two more questions for your playtesters.

Q3: Easy or hard?

Sensei	difficult
Ninja	Easy
Other	easy

Q4: abs?

Sensei	no
Ninja	Yaga
Other	no

# NINJA PLANNING DOCUMENT

## BLACK BELT



Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Release Candidate Phase - Playtesting

Q1: What did you like about my project?

Sensei	graphics
Ninja	physics
Other	numbers

Q2: What could be improved in my project?

Sensei	battle pass
Ninja	fielding
Other	outfielders

Create two more questions for your playtesters.

Q3: easy or hard?

Sensei	easy
Ninja	easy
Other	easy

Q4: ads?

Sensei	no
Ninja	no
Other	yes

# NINJA PLANNING DOCUMENT

## BLACK BELT



Ninja: \_\_\_\_\_

Project Name: \_\_\_\_\_



### Going Gold Phase - Publishing

Write a description of your final project.

WW	

Is there anything else that you want to share about yourself or your Black Belt project?

no	

Take a screenshot of your project that you can use to showcase your project. Describe it below. Why did you choose that scene? How will it catch the attention of potential players?

why	