**Job Hunter: A Game About Getting a Job!**

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**Project Timeline**

**Note:** The first semester is focused on building the game mechanics. The second semester is focused on visual design.

**FALL SEMESTER**

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| Start Date | End Date | Tasks | Deliverable (s) | Notes |
| 9/3/19 | 9/17/19 | Create first draft of project proposal and timeline. | First draft of Project proposal and timeline, 3-5 pages, w/ references | Took a lot longer than expected |
| 9/18/19 | 9/30/19 | Gain basic understanding of Unity Physics  Create a health stat and display health bar on UI  Create an enemy that harms player  Start working on designing the story progression of levels and the role of different NPCS. | A player that can move, jump, and push other physics-enabled objects, but that can also collect non-physics-enabled entities.  An enemy that can harm and kill the player  A sketch demonstrating the story progression and characters. | Made Player move relative to the camera! This will be a huge help later when implementing a moving camera.  Made player jump!  Drew the sketch! |
| 9/30/19 | 10/14/19 | Design and prototype player attacks and movements.  Design additional enemies and create prototypes.  Create a prototype of level one.  Gather feedback about level 1 | 1+ additional player abilities added to prototype.  3+ Enemy designs  2+ Enemy prototypes  Prototype of level one.  It will include several platforms, a few collectables, at least one enemy, and a goal point.  A short document describing the feedback received. | Alligorithm in progress.  Designed Penspider, still must implement. Must prototype level 1. |
| 10/14/19 | **10/28/19** | Implement feedback from previous sprint, if necessary.  Continue working on designing the story progression of levels and the role of different NPCS.  Build UI for selecting Levels  Start learning blender | Game with improvements implemented, if necessary.  A complete drawing or diagram demonstrating the story progression and characters.  UI menu to select Level 1 or Level 2 (placeholder) implemented into prototype, with empty spaces for later levels.  2 basic models of inanimate objects |  |
| **10/28/19** |  | Prototype Level 2  Add NPCs with dialogue.  Add level introduction camera movement. | Prototype of level 2.  NPCs with dialogue throughout levels 1 and 2.  A camera that pans over each level before the player begins. |  |
| **11/11/19** | 11/26/19 (Tuesday before Thanksgiving) | Gather feedback for level 2  Refine levels 1 and 2.  Add contextual camera movement. | Description of feedback received.  A demo-ready level 1 and 2.  The camera will move intuitively when traversing different areas to give the player the best view. |  |

Bonus: Gather feedback from Traveler's presentation

**SPRING SEMESTER**

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| Start Date | End Date | Goal | Deliverable | Notes |
| 1/6/20 | 1/27/20 | Prototype levels 3 and 4  Practice with Blender. | Prototype including levels 3 and 4 and the final boss.  Modeled and rigged Player Character. |  |
| 1/27/20 | 2/17/20 | Create game assets, such as textures, 3D models, and animations.  Implement game file saving and loading.  Gather feedback on level 3 and the boss. | All 3D models  All textures  Some animations.  Game save and load menu that "just works"  Description of feedback received. |  |
| 2/17/20 | 3/9/20 | Learn about Unity's lighting system and adjust the game to be more visually appealing.  Implement particle effects. | A new-and-improved look for *Job Hunter.*  Particle effects implemented, such as smoke. |  |
| 3/9/20 | 3/30/20 | Learn about performance in Unity and make changes to optimize your game. | Description of changes made and their reasoning. |  |
| 3/30/20 | 4/21/20 | Gather user feedback and refine the game for final presentation. | A polished version of *Job Hunter.* |  |