**Statement of work – Game Part II**

**Document Version:** 13/03/2025

1. **Project overview**

**Client:** Andrew Smith

**Team members:**

* u7724723 Qiutong Zeng
* u6508459 Bingnan Zhao
* u7775950 Zikai Zou
* u 7727175 Jinyang Zeng
* u7721487 Yu Wu
* u7723493 Shuaihua Chen
* u7560586 Zijian Yang

**Purpose of the Project**

The primary purpose of this project is to develop "The Guild," a free-to-play game designed using Unreal Engine 5 for both PC and mobile platforms. The game is conceptualized and led by an experienced tutor from the TechLauncher program, who is also a veteran game developer. "The Guild" aims to create an engaging fantasy base-building simulation that combines elements from popular games like Fallout Shelter and Darkest Dungeon.

In this game, players assume the role of a guild master, responsible for building and decorating their guild base, recruiting and training adventurers, and sending them on various missions. The game will feature an expansive world overmap for exploring dungeons and fulfilling contracts. A key aspect of the game is the use of AI-generated text to create dynamic and immersive events during worldmap travels, enhancing the overall player experience.

The project's goal is to offer a unique and compelling gaming experience that blends strategic base management with adventure and exploration, appealing to a broad audience of gamers on both PC and mobile devices.

1. **Project Definition**

**Scope of work**

**Sprint 1:**

* Conduct an in-depth review and documentation of previous semester's Game Part I, II, and IV outcomes.
* Identify and integrate key elements into a single coherent game prototype.
* Design, develop, and implement a comprehensive level-based save/load system.
* Identify and eliminate redundant or duplicate game assets.
* Perform detailed resource optimization and code cleanup.

**Sprint 2:**

* Coordinate closely with Game Part I team to merge their revamped combat system.
* Conduct rigorous testing and optimization for combat mechanics on PC and mobile platforms.
* Design and implement new gameplay mechanics such as random event generation, mission-based exploration, and dynamic quest systems powered by AI.

**Sprint 3 (TBD):**

* Based on feedback and results from Sprint 1 and Sprint 2, develop advanced game mechanics, potentially including social interactions, PvP, and additional AI-driven events.

1. **Deliverables**

**Sprint 1:**

* A fully integrated game prototype with a functional save/load system.
* Comprehensive optimization report detailing asset management and code improvements.
* Document summarizing integration methodology and issues resolved.

**Sprint 2:**

* Combat system fully integrated, optimized, and demonstrable on both target platforms.
* Minimum of two new gameplay mechanics fully implemented, tested, and documented.
* Detailed technical documentation on optimization and new feature implementation.

**Sprint 3:**

* Advanced game mechanics (TBD), fully functional and integrated.
* Updated documentation outlining enhancements and implementation details.

1. **Timeline**

**Sprint 1:**

* **Week 4:** Complete initial review of Dungeon, Base, and Explore systems from the previous semester. Each team member should have a basic understanding of the codebase. Discuss with the Game Loop I team about required instance data storage and deliver a draft of the Game Design Document (GDD).
* **Week 5:** Begin preliminary integration and upload the initial draft to GitHub.
* **Week 6:** Complete integration of Dungeon, Base, and Explore systems, addressing major integration bugs. Sprint 1 concludes.

**Sprint 2:**

* **Week 7:** Begin reviewing the combat system codebase thoroughly.
* **Week 8:** Start merging the combat system with Dungeon, Base, and Explore systems, and optimize to resolve any identified bugs.
* **Week 9:** TBD

**Sprint 3:**

* **Week 10:** TBD
* **Week 11:** TBD
* **Week 12:** TBD

1. **Team roles**

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| **Name** | **Role** | **Description** |
| **Qiutong Zeng** | **Team Leader** | Responsible for **Statement of Work (SOW)** and overall coordination.  Reviewing and integrating code from last semester's **Dungeon Team**, ensuring seamless integration with our current project structure. |
| **Bingnan Zhao** | **Meeting Log Manager** | Responsible for documenting **meeting logs** and key takeaways.  Reviewing and merging code from the **Dungeon Team**, ensuring correct implementation of dungeon-related mechanics. |
| **Zijian Yang** | **Risk Log Manager** | Responsible for compiling and updating the **reflection log**.  Reviewing and incorporating functionalities from the **Base Team**, focusing on code refactoring and optimization. |
| **Zikai Zou** | **Reflection Log Manager** | Responsible for maintaining and updating the **risk log**.  Analyzing and integrating code from last semester's **Base Team**, ensuring compatibility and resolving potential conflicts. |
| **Shuaihua Chen** | **Developer Coordinator** | Responsible for reviewing and merging functionalities from the **Base Team**, ensuring system stability and consistency.  Coordinating the internal development workflow and facilitating discussions on development details to ensure smooth collaboration. |
| **Yu Wu** | **Workload Log Manager** | Responsible for tracking team **workload distribution (Workload log)**.  Integrating features from the **Explore Team**, ensuring that exploratory functionalities are properly merged into our system. |
| **Jinyang Zeng** | **Decision Log Manager** | Responsible for recording team **decisions and rationale (Decision Log)**.  Analysing and integrating components from the **Explore Team**, particularly focusing on improving exploration features. |

1. **Project Management and Communication**

* Agile project management practices with weekly sprint meetings and reviews.
* Weekly progress updates and presentations for client and stakeholders.
* Discord channels: <https://discord.gg/sVXZwyneSg>

1. **Risk Management**

* Weekly risk assessments identifying and addressing potential issues.
* Proactive mitigation plans for technical and communication risks.
* Continuous iteration based on feedback to quickly address emerging challenges.

1. **Acceptance Criteria**

* Functional prototypes achieving outlined sprint objectives.
* Comprehensive documentation verifying successful integration, optimization, and implementation of new gameplay mechanics.