

Jumping Worlds

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Capstone Project

**Digital Animation and
Game Design
2019
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Executive Summary

Hook

Imagine a world where kids can travel to different worlds. Follow Katey, Spencer, and Raven across the multiverse to fight monsters, solve problems and help people.

Value Proposition

I'm building a short teaser animation as proof of concept with the future goal of creating a pilot for a full series for people who like action-adventures to explore the hero's journey.

Deliverable List

By the end of Fall 2019 semester, I want:

- A complete animation
- Documentation about plans for a series
- Plans/ideas for a pilot episode
- Plans for a Kickstarter

Team

I will be the only person working on this project. During the spring semester, I will be recruiting voice actors for dialog.

Target Audience

This animation is designed for people who like action-adventure cartoons. It's for people who have nostalgia for shows like Digimon Adventure, Avatar the Last Airbender, My Hero Academia, and Soul Eater.

Project Plan

I'm planning 2 week sprints starting January 2 with soft and hard deadlines for each piece. I'm planning on taking a break every 6 weeks.

Design Requirements

The idea is to incorporate 3D into a 2D style using the 3D to help with environment, perspective shots, and polish. The colors should be vibrant, and the action should be energetic. Characters should have strong and weak moments.

Constraints

I'm making this animation for Youtube using software that I'm familiar with. I'm using Asana for project management.

Risks

- Needing to redo the story after production has started
- Audio Problems
- Consistency issues between 2D and 3D shots

Quality Assessment

- A: A Complete, Fluid Animation
- B: Complete, but Choppy or Assets are Missing
- C: Scenes are Missing, or Incomplete Animation

Table of Contents

Executive Summary	2
Table of Contents	3
Value Proposition	4
Hook/Story	5
Target Audience	6
Design Requirements	7
Constraints	8
Script	9
Storyboard	16
Journey Map	18
Concept Art	20
Deliverable List	21
Asset List	22
Roadmap	23
Work Breakdown	24
Risks	25
Mitigation Plan	26
Communication	27
Human Resource Plan	29
Quality Assessment	30
Credits	31

Hook

Imagine a world where kids can travel between worlds. Follow Katey, Spencer, and Raven across the multiverse to fight monsters, solve problems, and help people.

Value Proposition

I'm making a short teaser animation as proof of concept with the future goal of creating a pilot for a full series for people who like action-adventures to explore the hero's journey.

Story

Raven is teaching Katey and Spencer about the 9 worlds when the Broccoli Alarm goes off. The team Jumps to the city to deal with it.

They get to the city to find a giant broccoli monster has grown in the middle of downtown and is destroying buildings. Katey leaps into action to deal with it, much to Raven's annoyance. He had wanted to make a plan of attack first.

He notices that the roots and tendrils are keeping Katey from getting close, so he tells Spencer to go help her. Spencer portals off to help.

"Help me!" Yells a voice from behind Raven. A bystander is trapped in a bunch of vines. Raven is annoyed, but he goes to help.

Meanwhile, Katey is still having trouble. "Katey!" She turns to see Spencer suspended in a portal and reaching out a hand to her. She leaps up to grab it, and he swings her into the portal.

She emerges behind the Broccoli and lands a solid hit with her flame attack.

Raven successfully untangles the bystander. "Thank you!" Exclaims the bystander.

"Time for me to land the final blow," Raven says confidently as he pulls out his laser gun and turns dramatically...

To find that Katey has already defeated the monster. She stands over the defeated Broccoli confidently.

"Where's the next one?" Katey asks excitedly.

Target Audience

Kids who like action adventures.

Examples of action-adventures I'm trying to emulate:

- Digimon Adventure
- Cardcaptor Sakura
- Soul Eater
- My Hero Academia
- Avatar the Last Airbender

Things that people like about this genre:

- Character Development
- Long story arcs
- Capable protagonists
- A mystery to solve
- Villains with character development
- Monsters of the Week
- World Building

Design Requirements

The idea is to incorporate 3D into a 2D style.

- 3D environment or test shots
- 3D where 2D is difficult
- 2D stills
- 2D painted over 3D if needed for polish

The show is an action hero adventure. It should have bright colors and easily distinguishable locations.

The action should be energetic. Jokes and humor can be used to lighten the mood.

Each character should have moments where they are strong and moments where they are weak.

Project needs to include a plan for a pilot episode.

Constraints

I'm not taking Capstone until Fall 2019

If I'm going to continue this project after capstone, I need to figure out how to generate income for the project, like starting a Kickstarter.

Platform: YouTube

Communication: Will need to start documenting regular updates to get in the habit of communicating with an audience who is waiting for a product.

Software: Adobe Suite, 3Ds Max/Maya, Zbrush, 3D Coat, Storyboard Pro, Blender, ToonBoom Harmony, Asana for Project Management

I'd like to move away from Autodesk software as the project goes on because I can't afford a professional license.

Script

Jumping Worlds
Teaser Pilot Script
V2

Act 1

Opening (Fade-In): School hallway. SPENCER stands in front of a door to a classroom. He looks down at his class schedule, and the class at the top of the list reads "Parallel Worlds 101." He opens the door.

Est. Shot of the classroom. Pan left to right to reveal the only other person in the room is KATEY.

Pan-up on Katey. She's sitting on the desk playing with fire in her hand. Her eyes dart over to SPENCER, and the fire in her hand extinguishes. She jumps to her feet.

KATEY
Oh!

Cut to a shot of SPENCER on the right and KATEY skips into frame from the left.

KATEY
(Grabs SPENCER'S hand and shakes it aggressively)
Hi! I'm Katey! What's your name?

SPENCER
(Flustered)
Oh. I-I'm Spencer.
(He pauses and looks around)
Were you just holding fire in your hand?

KATEY
Oh! Yeah! My power is fire. I can hold it in my hand, and use fire as a boost when I jump! What's your power?

KATEY demonstrates her power as she speaks.

SPENCER
My power?

KATEY

Yeah! Everybody has one. What's yours?

SPENCER

Oh. I can create portals by ripping space open.

SPENCER grabs at the air and opens a portal that goes behind KATEY. He sticks his hand through it and taps KATEY on the shoulder.

SPENCER

I can really only keep it open as long as I'm holding it. As soon as I let go, it disappears.

KATEY

Oh neat! That sounds a lot like Jump--

(Shot of SPENCER over KATEY'S shoulder) As KATEY is asking the question about Jumping, RAVEN appears from the shadows behind SPENCER.

KATEY

(Suddenly Nervous)

Oh hey, Raven! H-How long have you been standing there?

RAVEN

(Annoyed, but trying to be deadpan)

Shouldn't you both be in your seats?

Transition Shot of some sort. A clock or something.

Cut. Pan across the room to Katey and Spencer now sitting. Raven is in the front of the class at the teacher's desk/podium.

RAVEN

Welcome to Jumping Worlds 101.

Pause

KATEY

(Raises her hand. Talks Excitedly)

Are there different dimensions?

RAVEN

Yes. We call them Worl--

KATEY

Do we get to go there?

RAVEN

It's called Jump--

KATEY

How many worlds are there?

RAVEN

(starting to catch-on to Katey's questioning style)

9

KATEY

What are we going to do there?

RAVEN

We solve prob--

KATEY

Do we get to fight monsters?

RAVEN

Yes

KATEY

What's that wall of lights over there?

(Points)

Cut to the wall of lights. Titled "Alarms." There's a panel with lights. Most of them are off, but the one labeled "Broccoli" is blinking a #3.

KATEY

Hey! The Broccoli alarm is going off

RAVEN facepalms.

SPENCER
(Alarmed)
Why do we have a broccoli alarm?

RAVEN pulls out a device. Cut to what it says as he inputs that they're going to a city in World 3.

RAVEN
Time to go.

SPENCER
Wait--What?

A portal opens in the middle of the floor and they all fall through.

SPENCER
Ahhh!

Transition. They're jumping, so include some sort of crazy, trippy through-a-tunnel sequence here. (Like Doctor Who's opening or something) Should take a second or two.

Act 2

Est. Shot: City Rooftops. Pan left-to-right. Show a serene city full of rooftops that stretch for miles. Reveal Broccoli Monster

Oh no! Broccoli Monster! Overly dramatic and cheesy Dun dun dun Shot.

BROCCOLI
Raawwrrr!!!

On a City rooftop near the Broccoli, a portal opens up. KATEY, RAVEN, and SPENCER all fall through.

KATEY lands in hero pose.

RAVEN lands on his feet.

SPENCER lands on his butt.

SPENCER

(Freaking out)

What just happened? Where are we? Why is a giant broccoli attacking the city?! I thought broccoli was supposed to be good for you!

KATEY

(Hurriedly. She wants to get going)

We Jumped to World 3. We're heroes! We fight monsters!

KATEY runs off on her own. She jumps off the rooftop and boosts herself toward the Broccoli.

RAVEN chases after her until he gets to the edge of the rooftop.

RAVEN

Wait, Katey! We're supposed to plan first!

KATEY uses her fire boost to jump on the vines and fight her way toward the stalk. She kicks and punches her way closer and higher up.

Once KATEY gets close enough to the stalk, the vines are too dense, moving too fast, and are too thorny to be able to fight. She can't proceed any further.

CUT back to RAVEN.

RAVEN

She can't get close...

PAN the shot to show SPENCER behind RAVEN. RAVEN turns his head toward SPENCER.

RAVEN

Spencer, go help her!

SPENCER

(Still freaking out)

Help her? What am I supposed to do?

RAVEN

(Sighs, exasperated)

You've got that portal ability, don't you? Use your portal to help her get behind the monster!

SPENCER

Oh. Yeah. I guess I could do that.

SPENCER rips a portal open and jumps through it.

RAVEN, now alone, pulls out his lazer gun.

RAVEN

Alright, now I can use my shadow ability to--

BYSTANDER

Help me!

RAVEN whips around to find a BYSTANDER is trapped under a cluster of vines. RAVEN facepalms and goes to help.

Act 3

EST Shot. Show BROCCOLI and KATEY in the same shot. KATEY stands near a mess of whippy thorny vines.

KATEY

Ugh! I can't get close

SPENCER taps KATEY'S shoulder from off-screen. KATEY turns to see SPENCER holding a portal open with a shot of BROCCOLI's back in the portal.

SPENCER

I've got an idea you can get behind!

KATEY shows a flash of annoyance before getting excited at the idea and leaps through the portal.

ZOOM out to see KATEY fly out of the portal behind BROCCOLI and land a good hit. BROCCOLI bursts into flames.

BROCCOLI

(In Pain)

Raaawwrrr!!!

BROCCOLI starts to turn behind it, but is interrupted.

SPENCER
Yoo-hoo! Mr. Broccoli!

SPENCER is running along the thorny vines like it's nothing. BROCCOLI tries to whip him, but SPENCER portals away.

Because BROCCOLI was distracted, KATEY lands another good hit on it.

KATEY
Hiiiyyyaaahhhh!

MEANWHILE, RAVEN has freed BYSTANDER from his vine prison. Sounds of a fight happen in the background.

BYSTANDER
Thank you!

BYSTANDER runs off-screen. RAVEN sighs with relief. He takes his Lazer gun out.

RAVEN
Time for me to land the final blow!

RAVEN whips around to land the final hit, but KATEY has already beaten the monster. She stands over it, victorious!

KATEY
Looks like this broccoli got cooked!

RAVEN facepalms.

CREDITS ROLL

RAVEN
That was a little cheesy, wasn't it?

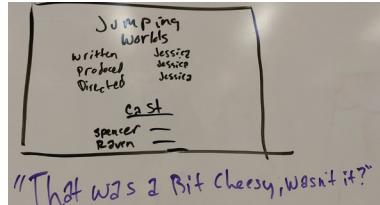
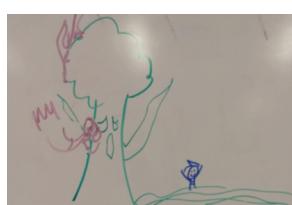
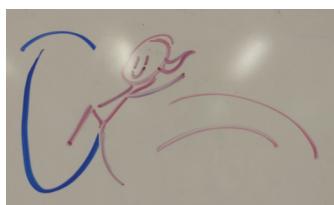
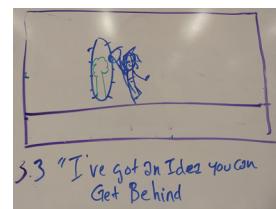
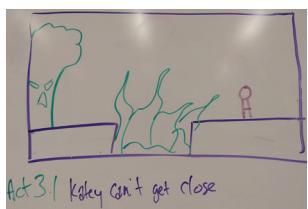
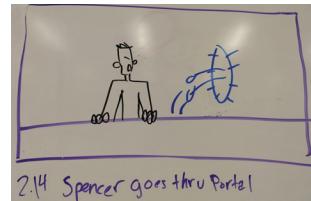
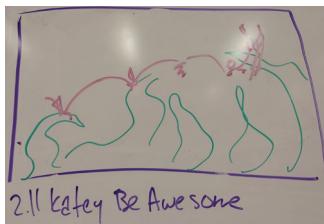
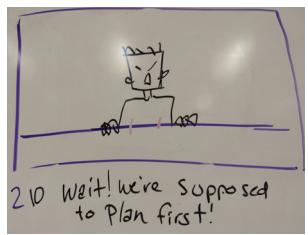
SPENCER
I like cheesy broccoli

KATEY
Somebody pass the salt!

SPENCER
Looks like Raven's got enough salt for the both of us.

Storyboard





Journey Map

Story Beats	What happens	Purpose	Audience Emotion
Act 1	Spencer walks into his first class where he meets Katey who is playing with fire in her hands. She explains that everybody has a power and asks what his is. He shows her his portal ability. She's about to ask him if his portals are like Jumping when Raven emerges from the shadows. It's time for class to start. There's a back and forth with Katey and Raven where Katey asks questions about parallel dimensions (worlds), and fighting monsters and helping people. (We work as a team!) Katey cuts Raven off as he's explaining things. Then the broccoli alarm goes off. (S: Wait, why do we have a broccoli alarm?) They jump into World 3.	Meet the Protagonists, Learn about character powers, Know enough about Jumping that it doesn't come out of nowhere by the end of the act. Learn about character personality while also convey a little bit about the world at the same time.	Interested, Understand the characters and world enough to not be lost by the time we get into the action
Hook	As Spencer stands outside his first classroom, the class is titled "Parallel Worlds 101"	Show the audience something interesting so that they keep watching	Interested
Meet the Characters	Spencer meets Katey		Ok, Main characters are Spencer and Katey
Powers	Katey is playing with her fire when Spencer walks into the room. Katey explains that everybody has a powers, and asks Spencer about his. Spencer shows her his portal ability. Katey tries to ask if it's like Jumping, but gets interrupted	Explain how powers work, foreshadow how they're going to beat the monster, foreshadow Jumping	Interested
Meet Raven	Raven emerges from the shadow. Raven is the teacher (even though he's only just older than the others. Spencer can ask about this.)	Meet the mentor and introduce his power at the same time.	There's also Raven. Who is part of the Team but is a supporting character
Start Class	Katey and Spencer settle into the desks and Raven gets ready to start the lesson.	Title Drop	Audience should be grounded in this world at this point
Questions	Katey raises her hand and starts asking questions. There's a back and forth with Katey asking Raven a question and Raven trying to answer it, but Katey cuts him off with the next question.	These are the questions that the audience needs to be acquainted with going forward. What is Jumping? we refer to parallel dimensions as worlds, there are 9 different worlds. The purpose of this class is to go to the different worlds and help solve problems. What's the wall of alarms over there?	Curious
Broccoli Alarm	As Katey brings attention to the wall of alarms, the Broccoli alarm is blinking a green 3. Katey points out that the Broccoli alarm is going off in world 3.	Small Joke, Segway into the plot, Call to Action	Haha, a Broccoli alarm is silly
	Spencer questions why we have a Broccoli alarm.	Move the plot forward	Wait, why IS there a broccoli alarm?
Jumping	Raven says it's time to go. He fiddles with a device for a minute, a portal opens up in the middle of the floor and they all fall through	Jump into the action, Threshold into act 2	Wait-What?
Transition	Include some sort of crazy, trippy through-a-tunnel doctor who-esque sequence here that lasts a second or two. End with the "Title of the Episode"	Jumping takes a lot of energy and time. It's not the same as Spencer's portal ability. It also helps create a buffer between the first and second acts. Get settled in for the action scenes, and treat this pilot as though it's an episode to create a proof of concept for the formula for the show	Gives the audience time to process what just happened. Create some negative space
Act 2	Establishing shot of the rooftops of a city. Clusters of buildings spread out for miles. A broccoli monster has sprouted and is spreading its vines and destroying everything. A portal opens on a rooftop near the Broccoli's stalk, and The Team fall out. Katey lands in a Hero pose, Raven lands on his feet, and Spencer lands on his butt. Spencer freaks out for a minute, and Katey explains that they're heroes and runs off. Raven tries to stop her, but she's already gone. She fights some vines, but she can't get close enough to the stalk to do any real damage. Raven notices and tells Spencer to go help her. Spencer doesn't know what to do, but Raven points out that he has portals. Raven gets distracted with a Bystander who is trapped in a bunch of vines. Spencer portals away.	Let's get into the action now. Establish the new world, Establish the monster, Get the heroes in the scene, and get ready to beat things up. Some things need to be explained to Spencer/the audience. Let's Fight monsters, solve problems, and help people. Also develop some characters.	Get ready for some action!
New World	Establishing shot of city rooftops.	Establish the new world.	Get the audience interested in the new world. Oh look, a quiet, serene city...
Broccoli monster is attacking	Pan to show Broccoli monster has sprouted and is causing destruction	Establish the plot/monster. Also subvert expectations	..that's being destroyed by a giant broccoli! haha that's crazy
Dun dun dun!	Show an overly dramatic shot of the broccoli monster	This is supposed to be overly dramatic and cheesy.	Either Oh no! or Laugh
Enter Heroes	On a city rooftop nearby, a portal opens up. Katey, Raven, and Spencer fall out of the portal	Here come our heroes to save the day!	Get ready for some action!
Character reactions	Katey falls in hero pose, Raven falls on his feet, Spencer falls on his butt	Part Character development, part Joke	Haha, he fell on his butt!
Spencer freaks out	Spencer starts freaking out. "What just happened? Where are we? Why is a giant broccoli destroying the city?"	Ask Questions, Refusal of the call	Questions should reflect what the Audience needs explained.
Katey quickly answers questions	"We Jumped to World 3! We're Heroes! We fight monsters!"	Answers	Ok, we're in a new world, and this is an action-adventure
Problem	Katey runs off on her own. Raven calls out to her to wait for the rest of the team.	Establish Katey's character, and Raven's reaction to her character. Splits the party, and develops characters.	Develop tension. Splitting the party is worrisome, but also create some anticipation for the fight.
Katey fights some vines	Katey uses her fire jumping to jump on some vines and spring her upward toward the stalk. She punches and kicks her way through.	Shows that Katey is capable of fighting on her own.	Excited
Katey can't get close to the stalk	Katey holds her own until she gets close to the stalk. The vines become too much and she can't proceed any further.	But Katey can't beat the monster on her own	Oh no!
Raven tells Spencer to help	Raven notices Katey is having trouble. Raven tells Spencer to go help.	Establish Raven as the project manager of the team.	Give the audience a hint as to how they're going to beat the Broccoli
Spencer doesn't know what to do	"Help? What am I supposed to do?"	Develop Spencer as someone who's still new at this.	Anxiety
Raven points out Spencer's portal ability	"You've got your portal ability, don't you? Use your portal to help her get behind the monster!" and Spencer portals away knowing what to do	Give Spencer the answer to the problem.	Another hint at how they're going to beat the Broccoli
A bystander asks for help	Raven is ready to enter the fight himself when a Bystander interrupts him. The bystander is trapped in vines and needs help. Raven Facepalms and goes to help	A reminder that we're also there to help people, develop Raven's character, and keep him slightly separated from the rest of the team.	Brief frustration at getting interrupted

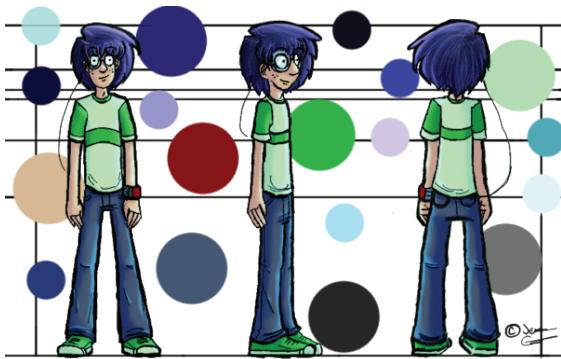
Act 3	Spencer taps Katey on the shoulder and tells her he can get her behind the Monster. She leaps through his portal and lands a good hit on the monster. Spencer distracts the monster from looking at Katey while Katey lands another good hit. Meanwhile, Raven has gotten the Bystander out of the vines, and the Bystander runs off. Raven takes out his lazer gun and readies the final blow, but Katey has already beaten the monster. End the scene with a few Broccoli puns.	Solve the problem. Get Katey and Spencer working as a team. Raven is ready to take all the credit by being the one to kill the monster, but Katey has beaten him to it. Also add some humor into the plot.	
Re-Establish Katey's problem	Katey stands near a mess of moving, whipping, thorny vines. She can't get close to the stalk.	Transition into Act 3, re-establish the problem. Re-center the audience	Get back in the action
Enter Spencer	Spencer taps Katey on the shoulder. "I've got an idea you can get behind." He shows her the portal that is looking at the broccoli's back	Surprise Katey with a teammate whether or not she wants one. She should show some initial frustration at seeing him there because she wanted to do it herself, but he makes a joke	Laugh at Spencer's joke. Also, Spencer knows how to beat the monster
Katey lands a good hit	Katey leaps into Spencer's portal and comes out the otherside behind the Broccoli. She's able to hit the stalk. The stalk catches fire, and the monster screams	Solve the problem!	Excited!
Spencer distracts the monster	The monster is about to turn around when Spencer calls out to it. He starts running up the vines like it's nothing, and portals away when the monster tries to hit him.	The audience will expect the monster to react and turn to hit Katey, but Spencer keeps it from doing that. Further solidifies that Spencer and Katey work well as a team	Oh no, how are they going to get out of this one? Oh Haha! Spencer you sly dog!
Katey gets another good hit	Because Spencer distracted the Broccoli, Katey is able to hit the stalk again.	Establish a pattern of hit-distract-hit so that when we cut away from the action to see what Raven's doing, the audience knows what's happening.	Yeah! You get it, Katey!
Meanwhile...	Raven has untangled the Bystander. The Bystander thanks Raven and runs off.	See what Raven is up to, finish up distracting him and get him back in the action	Oh good, now Raven can help!
Time for me to land the final blow!	Raven gets out his lazer gun, expecting to be the one to kill the monster and take all the credit for the team's work.	Develop Raven as a character, anticipation for the climax	What's he going to do?
Raven lines up his shot	Get a line of sight shot of Raven lining up the gun on the monster.	Develop anticipation	Anticipation
Katey has already beaten the monster	Raven lines up the shot to find that Katey has already defeated the monster. She stands on top of it, victorious	Subvert expectations.	Surprised
Joke	"Looks like this monster got cooked!" or some other cheesy broccoli-related pun	Joke	Laugh
Roll Credits	Credits go by. The characters continue for few more lines with some more broccoli-related puns	Continue the joke through the credits	That was awesome!

Concept Art

The Team



Spencer



Cartoony 3D Art Style



Deliverable List

Due by the end of the 2019 Fall Semester:

A Complete Animation

Documentation about plans for a series

Plans/ideas for a pilot episode

Plans for Kickstarter

Asset List

Art Bible

Characters

3 Main Characters

Katey

Raven

Spencer

Detachable/Hide-able limbs

Models and Rigs for all 3

1 Bystander Character

Standing

Trapped in Vines

Villain

Broccoli Monster

Moving Vines, Modeled and Rigged

Environments

Classroom

City Rooftops

Visual Effects

Jumping Portal

Spencer's Portal

Katey's Flame Attack

Sound

SFX

Dialog

Casting Plan

Recording Dialog

Music

Animatic Shots

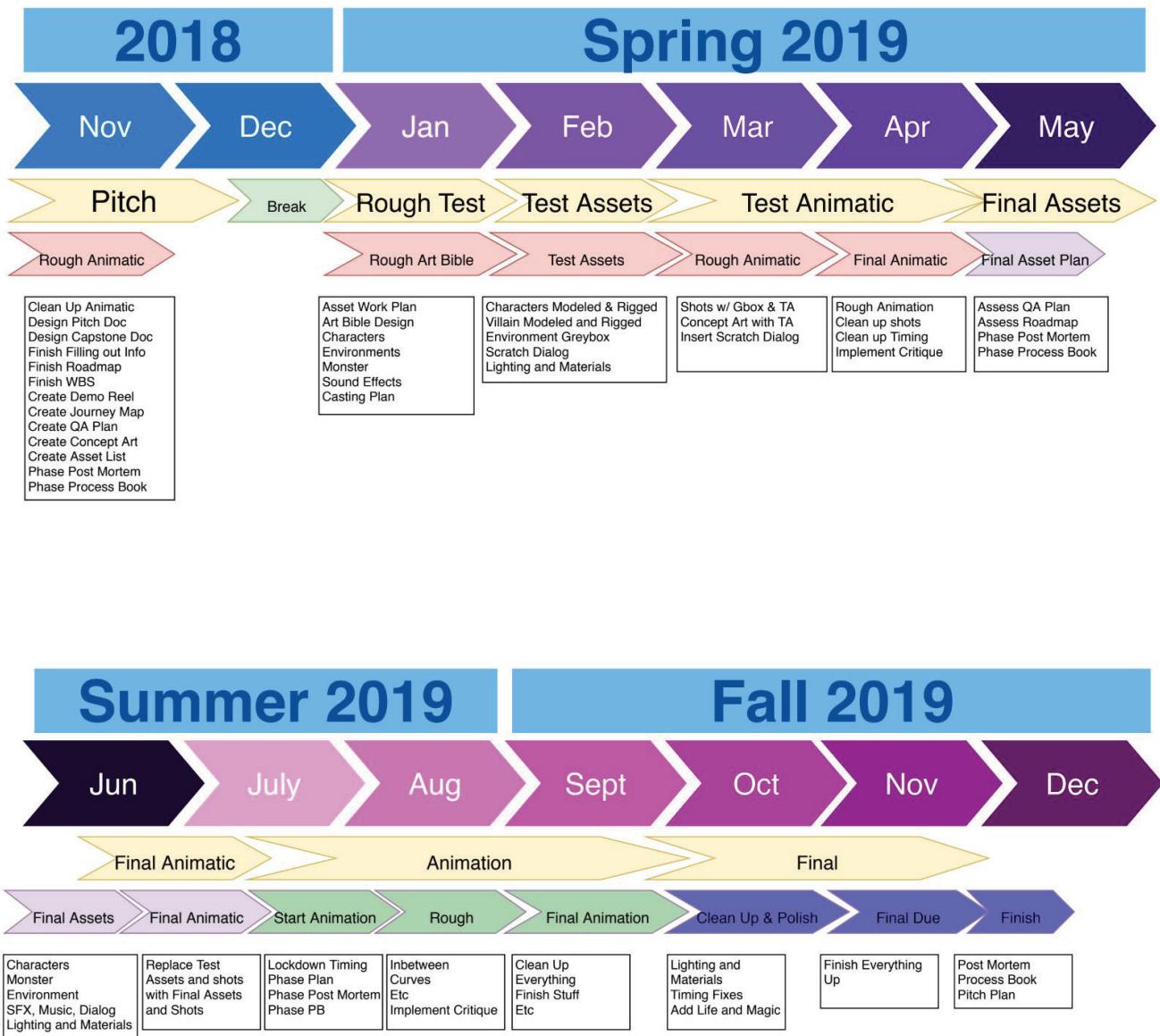
Detailed in the Storyboard/Animatic

Animation

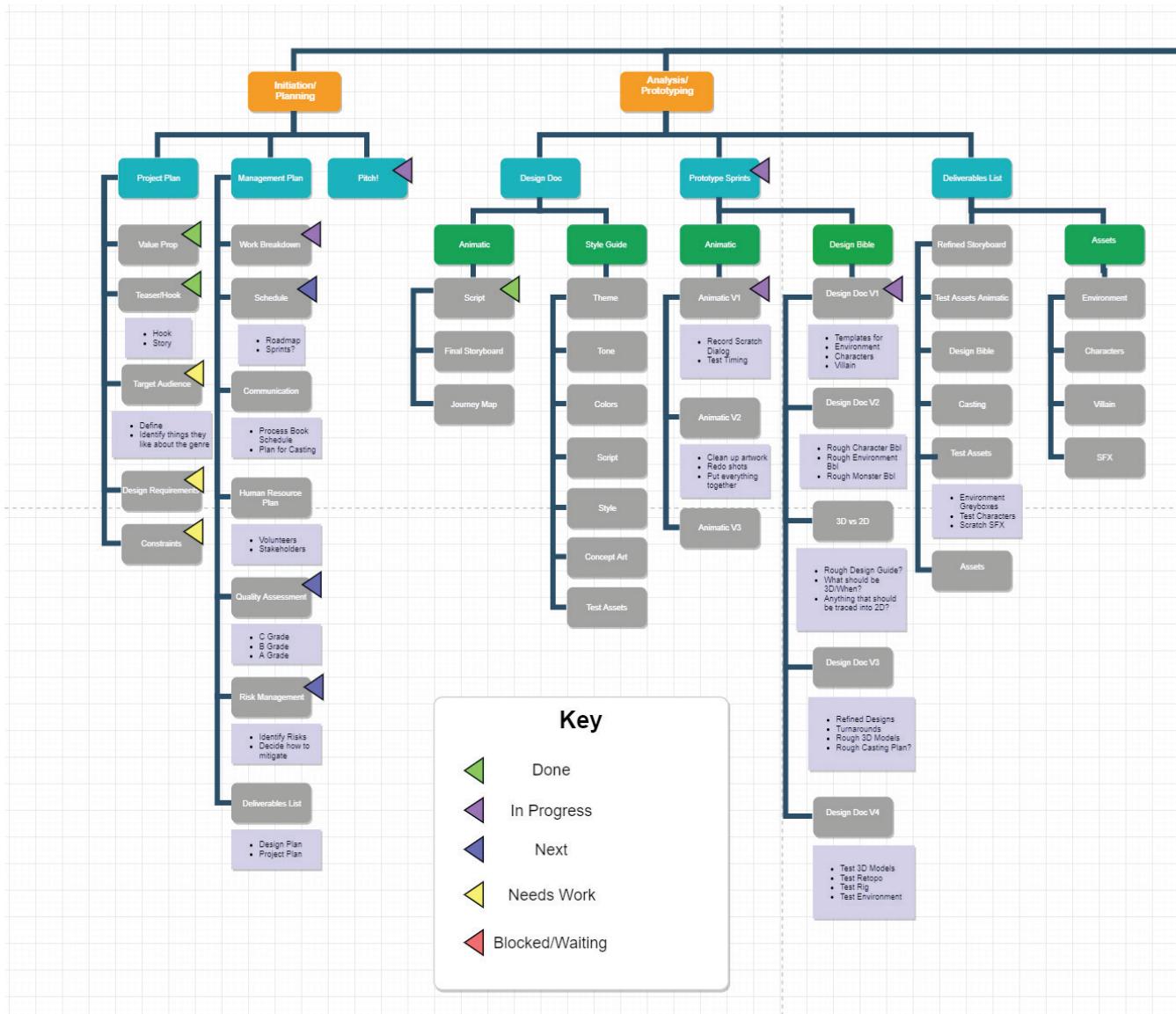
Roadmap

I'm planning on 2 week sprints starting January 2 with soft and hard deadlines for each piece.

I've planned on taking breaks every 6 weeks.



Work Breakdown



Risk Mitigation Plan

Prob/Risk	Low	Med	High
Low	Power Outage, Moving Out	Not Getting into Capstone F 2019, Car Breaks Down	No Voice Actors, Getting a Real Job
Med	Internet Outage, Mom needs a big chore done	3D vs 2D, Forgetting to do a task, Not taking enough breaks	Bad Audio, Too many Work Hours, Flu, Vague or Undefined tasks, Mechanical Failure
High	MEGA/Volunteer work taking too much energy, Doggo needs walkies	Needing to Redo any part of the story, Too much to do/not enough time, Panic Attacks	HD Failure, Week 6 Slump

Threat Level	Risk	Description	Mitigation Plan
High/High	HD Failure	If my hard drive breaks, gets lost, Or stolen	Schedule one day a week to backup and archive files and tasks
High/High	Week 6 Slump	Some time around week 6 work becomes hard or overwhelming, or there's a lack of motivation to do it	Take regular breaks throughout the semester; Schedule week 6 as a buffer week to get caught up on tasks
High/Med	Needing to redo any part of the story	If some part of the story is not working or needs to be changed.	This feels like it might get harder the further into the project I go, but I might be able to mitigate it by simply working in an iterative process. I'll have to design some iterative sprints. If I need to redo parts of the story, that means going back to the storyboard/animatic level, but that should get easier once I have real assets to work with.
High/Med	Needing to re-record audio with voice actors	This one might be difficult to work around	Recruit DAGD students for voice acting. Make sure to lock down the dialog before recording
High/Med	Too much to do/Not enough time	If I have scheduled far too much to do in one week	Cut down tasks to bare minimum. Do, Defer, Delegate, or Delete tasks
High/Med	Panic Attacks	I have one of these at least once a semester. I need time to recover.	Cut down on stress as much as possible. Schedule work and breaks so that they actually make sense.
High/Med	Vague or Undefined tasks	This one's tough because my brain tends to ignore tasks that need to be defined more. Either I can't think of them, or they sit on my to-do list waiting for me to do something about it.	Plan on taking the time to look at these tasks once a week and taking the time to think about them. I can't guarantee something won't fall through the cracks, but I can at least keep an eye on these.
Med/High	Bad Audio	My current microphones suck, so the audio I've been getting is pretty bad	Get a decent Microphone. See if I can get a quiet conference room or studio to record in
Med/High	Too many work hours	If I get scheduled for too many hours at work	I plan on quitting my job before capstone so that I don't have to deal with work and capstone at once.
Med/High	Flu	Getting really sick to the point that I need to take a week off	I think it might be worth it to plan for a couple of weeks mid semester (probably week 6 and week 12) that are meant to be low-work, low stress in case I need to take a break for a few days.
Med/High	Mechanical Failure	If my computer, hard drive, tablet, etc stops working for some reason	If I have to buy another piece of hardware, it will suck, but I'll do it.
Med/Med	3D vs 2D	I need to figure out how I want to handle the 3D design and the 2D design.	I need to lock down an idea for this early. Once I get some 3D assets done, I can work on this further.
Med/Med	Forgetting to do a task	I might have a task that I had wanted to or needed to get done that might not have gotten written down or just forgot about	Try to write down everything and keep tabs of tasks that need to be taken care of. Make sure important tasks get the attention they need.
Med/Med	Not Taking enough breaks	When I don't give myself a break, the breaks take themselves whether or not I have the time to take it	Set times for work, and set times for break time. Set aside a week or 2 for low-stress tasks
Med/Low	Internet Outage		Go somewhere else to work, or take a break. Never rely on one day to get anything important done
Med/Low	Mom needs a big chore done	This might just happen. Mom's pretty understandable about school, but there might be a big chore that I can't get out of.	If it comes on a day I really need to get things done, I can explain it. Maybe work overtime on that day, Do whatever
Low/Med	Not getting into capstone F2019		If I don't get into capstone with my pitch on the 20th, I can keep refining my pitch until it's ready. I have time to figure this out
Low/Med	Car Breaks down		I might have to buy a new car
Low/Low	Power Outage		Backup data often, take a break, go somewhere else to work
Low/Low	Moving out		This is not really going to happen.

Communication Plan

Weekly Schedule

I will be bringing my work into labs for critique every 2 weeks. I'll be updating a blog on my website with my progress.

Contact Lists

Jessica Cain
(616)633-3041
JessMCain@gmail.com
JessicaCain.net

Communication Hierarchy

Jessica will be the person to contact for anything involving the project.

Emergency Contact

If Jessica cannot be reached for any reason, please talk to her mother.
Kim Miller (616)322-9213

File Storage

I'll be storing Files on my computer drive, with backups to bitbucket at least once a week.

File Hierarchy

Jumping Worlds 2019

.Process Book

Indesign Folder

Process Book.pdf

.Deliverables

Art Bible

AssetWorkPlan.pdf

TestAssetBible.pdf

FinalAssetBible.pdf

Assets

Characters

Spencer

Spencer_Test.obj

Spencer_Final.obj

Katey

Raven

Bystander

Broccoi Monster

Environment Greyboxes

Classroom

City Rooftops

Sound

Dialog

SFX

Music

Animatics

Pilot Episode Plan

Kickstarter Plan

Season Plan

.Working Files

Assets

Animatics

Sound

Documents

BiWeekly Updates

Dated Folders

Stuff I want critique on

Documented Notes

Old

Collecting all Related Folder and Files and Putting them in one Place

Human Resource Plan

I will be working alone on this project. I'll be working on recruiting voice actors for dialog in Spring 2019.

Volunteer Requirements

I will be recruiting voice actors Spring 2019. Volunteers will need to meet with Jessica in a sound booth and act out dialog. Volunteers may be asked to come back and re-record lines later in production.

Chain of Command

Jessica will be at the top of the chain of command.

Intellectual Property

Contributing voice work or other work does not mean ownership of Jumping Worlds or its characters. Volunteers will be credited, but should not expect compensation for their work.

Jessica Cain retains ownership and rights to Jumping Worlds, its characters, locations, and stories.

Stakeholders

Core Stakeholders: Jessica Cain

Direct Stakeholders: Kids who like action-adventure cartoons

Indirect Stakeholders: DAGD Staff and Students, Ferris State

Quality Assessment

A

- Animation is Fluid
- Art Design is Appealing
- Looks Professional

- Pilot Episode Plan
- Kickstarter Plan ready to go live
- First Season Episode List

B

- Animation is Choppy
- Assets are Missing
- Art Design needs work

- Pilot Episode Documentation
- Kickstarter plan documentation, but not ready to go live
- Some First Season documentation

C

- Scenes are Missing
- End result is more of an animatic
- No lighting or materials

- No Pilot Episode Plan
- No Kickstarter Plan
- No Season Documentation

Credits

Jumping Worlds Teaser Animation is produced by Jessica Cain as a Capstone project for the Digital Animation and Game Design B.A.S. program at Ferris State University.

This project plan was developed in DAGD 498: PreCapstone in Fall 2018 taught by Jacob Pollak.

