Game Studio 2

Prototype Plan

“Cub”

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# Summary

Cub is a grid-based strategy game with 2 players. Players use different class of units to fight on a grid board, and invest resources they get from destroying opponent’s units to buy new ones. Instead of controlling the units directly like in Chess, players can only decide where the units will be respawn. After the units are put down, they’ll move and act automatically based on their tactic book.

# Milestones

## Alpha

**Overview** The game will be functionally 100% playable. No more new features will be added after alpha phase. The framework of UI, Visual Effect, Modelling and Animation will be installed, which means most of the works left in these fields will be adjusting and polishing.

**Gameplay** Units have their AI running perfectly and players can use controller to respawn units at the starting line. The game process from setup to end should be run through properly.

**Technical Development** By the alpha stage ended, the MVC model should be implemented perfectly which means the codes should be tidied up. Interfaces between code and Setup, Visual Effect, Model, Animation and Prefab should be built by using XML based configuration method.

**Visual and Audio Assets** Most part of the visual effects and models will not be installed by alpha stage. Audio resources will not be considered either.

## Beta

## Gold

# Risks & Uncertainties

Right now there are several unknowns, most of them are about visual.

Modelling is the first concern. The design method we’re using is partly achieved by the demo, but we have to build a method to generate models by code and configuration instead of by pre-setup gameobjects in Unity.

Visual Effects is another challenge. We plan to make all the visual effects base on cubic style, the only art style for the whole project. But we have no idea at the moment that whether the art style is suitable to make visual effects such as a Blizzard.

# Task List

## Week 6

Misha will focus on

CJ will focus on

## Week 7

## Week 8

## Beta

## Gold

# Platforms & Tools

The game will be developed on Unity 3D using C# as the language. One of the design purpose of the project is to transform all the visual and art needs into code solution, so under ideal situation, no modelling or art tools is needed.

# Version Control

As a two people team, we’ll use Dropbox as the version control before alpha stage is over and everything is stable down. After that, we’ll consider change into Github.

# Code Separation

Character, Team, Tactic, Action, Library, Type, Xml

# Design Patterns

MVC model is the main methodology we’ll implement on our project. Model side will calculate all the data while View side will modelling all the visual elements and play all the animations. Other than that, static classes are widely used to decrease the relation between GameObject and class.

# Assets

## File Format

All the textures will be

## Naming Convention

All the assets will be placed in “Assets/Resources” folder. For textures, the sub folder is “Assets/Resources/Textures”, so the same for materials, animations, prefabs and sprites.

## Resolution

The resolution of the game will be 1600\*900, the same as the development resolution.

## Animations

Animations will be implemented by the built in animation system in Unity.