Production Plan & Responsibilities

Legend

Seth - Red

Brian - Blue

Andrew - Yellow

Samantha - Purple

Grant - Green

Not Applicable– Black

Requirements

The following is taken from the assignment page on Webcourses so we don't miss anything:

(additional requirements may arise)

Design:

- The game must contain 3 total areas.
  - Two areas are open areas of arbitrary size
  - One area is thinner and connects the two other areas.
  - All areas must contain a Unity NavMesh
- The game must be played in First Person View
- Player Avatar must exist
- The game must be in 1920x1080 resolution
- A guard must patrol the areas
  - Guard must spawn after the game has started
  - Guard must utilize the Nav Mesh
  - Guard must detect the player and react to the players actions
  - Guard must not be permanently neutralized
- Total Critical Path of 60 seconds or less to complete game
- Audio and HUD that convey relevant game states and mechanics to the player
- The player must start in one area
- The guard must spawn in the connecting area
- The Macguffin (model) must be in the third area.
- The player must pass the guard and obtain the macguffin to win the game
- The game must be self contained and require no relaunching to complete.

Menus: (Graphics – Andrew) (Implementation – Grant)

- Main Menu
- Pause Menu
- Game Over Screen

- Win Screen
- No dead ends

Art:

- All art must be made by the team members
- At least 1 art asset should be made by each member of the team
- No more then 10 unique models may be used in the game (plan for modular design)
- Menus must contain art that carries the style of the rest of the game.

Programming:

- Crashing games will result in a lose of points
- The game must use navmeshes and be made in Unity using C#
- The game must support both WASD + Mouse Control
- The game must support joystick control

ALL:

- All team members must work in engine and integrate at least 1 art asset they created
- All team members should contribute to the project in one of the following ways:
  - World Construction: Placement of meshes, lights, game objects, terrain, spawns, etc.
  - Progression Management: Connectivity of scenes, UI Systems, HUD Systems, State Conveyance
  - Enemy Behavior: State Management, Pathfinding, Attacks, etc.
  - Player Controller: Game Management, Input Management, Control Sharpening, Unique Mechanics, Etc.

Where to Start:

Not a required schedule but should be helpful.

Week 1:

Form a team. Be sure that your team has the relevant skills needed to complete the tasks. Break up the work and form

1. Team Contract
2. Concept Document
3. Technology Test
4. Concept Art

Week 2:

Design & Prototyping. Now that you know what you are going to do it is time to do it.

1. Production Plan
2. GDD
3. ASG
4. Functional Prototype

Week 3:

Functioning Game. Now that you know what you are going to do it is time to do it.

1. Wireframes with menus and HUD in Xd
2. 3D Models Built
3. Functioning Game

Week 4:

Polish & Testing. Now we make everything nice

1. Integrate Menus, Game, HUD etc.
2. Joystick Control and Tighten Controls
3. Animations
4. Sounds

Why are we doing this?

This is a starter project to get you used to working in teams and to hone your skills. It is also a good way to practice what will go into our 10 week project.

What to turn in

You will turn in a zip file with all of the deliverables:

1. Team Contract
2. Concept Document
3. Production Plan
4. GDD
5. ASG
6. Wireframes with menus and HUD in Xd
7. Final Working Game
8. Final Unity Project

How to turn this in:

Turn this in on webcourses:

Create a folder that is called StarerGroupProject_TeamName

In this folder include 2 other folders one called documents and the other called build

In the documents folder include all of your documents

In the build folder include the Unity exe and _data folder and any other folders needed to run your game.

In the root include a readme.txt or .docx file that explains what is in each folder, how to play your game, anything I need to know and where to get your project (link to project)

Turn this in on the internet:

Outside of webcourses upload your project to either GitHub or an online service like dropbox, google drive, or one drive.

DEADLINES: (additional requirements may arise)

Week 1 - Feb. 7th:

Concept Document – EXTENDED TO WEEK 2

Concept Art – ARTISTS MUST SUBMIT BEFORE CLASS ON MONDAY. GRANT TO COMPILE – EXTENDED TO WEEK 2

Proxy Models – ONLY MISSING CRAB PROXY, FOCUS ON FINAL MODEL INSTEAD

Start Building Prototype

Week 2 - Feb 14th:

Team Contract

Production Plan

GDD

ASG

Wireframes with menus and HUD in Xd

NEED TO MEET TO GO OVER ADDITIONAL GAME MECHANICS

3D Models Built and finished 100% w/ textures:		
Crab (Player)	Bird (Guard)	Jukebox
	Beach Grass	Cooler
		Large Boulder
More Models for Set Dressing		

Functioning Game

Week 3 - Feb 21st:

Integrate Menus, Game, HUD etc.

Joystick Control and Tighten Controls

Animations

Sounds