Geral

Fullfillment dates	9-Jun	tbd	tbd	tbd
	Prototype 1	**Prototype 2**	**Prototype 3**	**Prototype 4**
Roles	Test the idea and see if it works as a game	Test the idea and see if it works as a game	insert new mechanics and obstacles/enemies	Finalize production of the game
Design	Unity build	Unity build	Unity build	Final Product
Art/Sound	background music (using existing one)	basic sounds for character and obstacles	get level music	Finalize production of art and sound
	whole art of the game in lofi (all squares and triangles)	simple images for character (imported)	get animations for level and characters	
Code	c#, unity (okapikit)	c#, unity (okapikit)	c#, unity (okapikit)	c#, unity (okapikit)
Play Testing	find 5 game testers	find 5 new game testers	find 5 new game testers	find 5 new game testers
Tech	pc	pc	pc and mobile	pc and mobile

Decisões

Group Discussion/Ideas	Suggestion made by	Notes
Topdown/Isometric view	V/JM	
Vertical camera(Moving up and down)	V	Instead of usual horizontal movement, we go up and down the scene
Automatic map generation	V	Requires less overall work and less heavy on play
Manual map generation	JM	Would allow us to place and make the levels as difficult as we want
Limited visibility	V	Player would have to risk going to the next platform because of limited visibility (I.E Jump Knight) with static cameras and scene changing
Slower camera speed	JM	Following the trend of limited visibility, camera would be slowly going up instead of being static, therefore it's the player's choice to slow down or keep being fast
Jump	JM/JC/V	The Player jumps by having a preview that allows them to jump higher or lower
Charged Jump	JM	The Player jumps vertically by charging down instead of spacebar, allowing for more verticality instead of horizontal movement
Stalagmite Throw	JM	Throw a stalagmite at targets, if they land on the floor or wall, you can jump on top of them.
Rope Climb	JM	Use a rope you can swing in.
prototype	JM	initial prototype done in unity

Individual

Group Discussion/Decisions/Ideas	Suggestion made by	Time Estimate
folha tarefas	V	25
ficha de design	JC/V	20
macro	JM	15
prototipo	JM	5
plano prototipagem e testes	JM/V	10
relatorio testes	JC	5
total	6	80

Cálculo Horas-Pessoa	
pessoas	3
horas por dia	2
dias por semana	5
total semanas	3
total horas	90

Diferença Horas	Média horas por tarefa
10	14

Contínuas

Responsibilities	Who	Notes
Inform of updates done to document	All	Keeps everyone up-to-date
ficha design	JC/V	update each version of design document with new changes
Art Assets	JM	Draw artwork like sprites/background, etc
Build Update(Prototypes)	JM/JC	update each version of prototype with new changes
Update Finished parts	TBD	

Asstes

Asset	Protype 1	Protype 2	Prototype 3	Prototype 4
Objects in scene, i.e character	Simple Shapes for size	Conceptual first look	Official Art	Finalize Art Assets
Possible objects in scene	Conceptual	Conceptual	Conceptual Animations	Final art
Player	Wireframe	Wireframe + Art	Art	Final Art + Final Animation
Player	Cylinder	Static player	Static for each animation	Idle / Jump / Fall / Walk
Enemy	Wireframe	Wireframe + Art	Art	Final Art + Final Animation
Enemy	Square	Static Enemy	Static animation	Walk
Platform	Wireframe	Final Art	Final Art	Final Art
Platform	Rectangle	Drawing	Final Art	Final Art

Terminadas

Completed Tasks	Who	Notes
basic idea for game	group	1º aula, depois de formar grupo
proto	JM	prot simples para saltar entre plataformas
macro	JM/V	V and prof helped
ficha design	JC/V	V and prof helped
testes	JC	relatorio de testes com 4 a 6 perguntas para game testers responderem apos a sua experiencia com o prot
plano prot e testes	JM/V	duvidas acerca de prototipagem e testes esclarecidas aqui