



Project Plan

$$\forall x \in \mathbb{R} \frac{x}{0}$$

"For all real numbers x , x divided by 0."

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BACKGROUND:

We are creating this project as part of Microsoft's *Hunt the Wumpus* afterschool program. The project will be developed in C# using Visual Studio, and will be completed by June. Our team is comprised of a total of seven people, three designers and four developers.

TEAM:

Our team is comprised of the following talented individuals:

- ✍ Tyler Menezes – Developer, Program Manager
- ✍ Adam Ryman – Developer
- ✍ Pramod Chavali – Developer
- ✍ Alex Horstmann – Developer
- ✍ Andrew Peterson – Artist
- ✍ Cole Estes – Artist
- ✍ Jan Horstmann – Artist

OBJECTIVES:

The things we hope to accomplish in this game are listed below in order of priority.

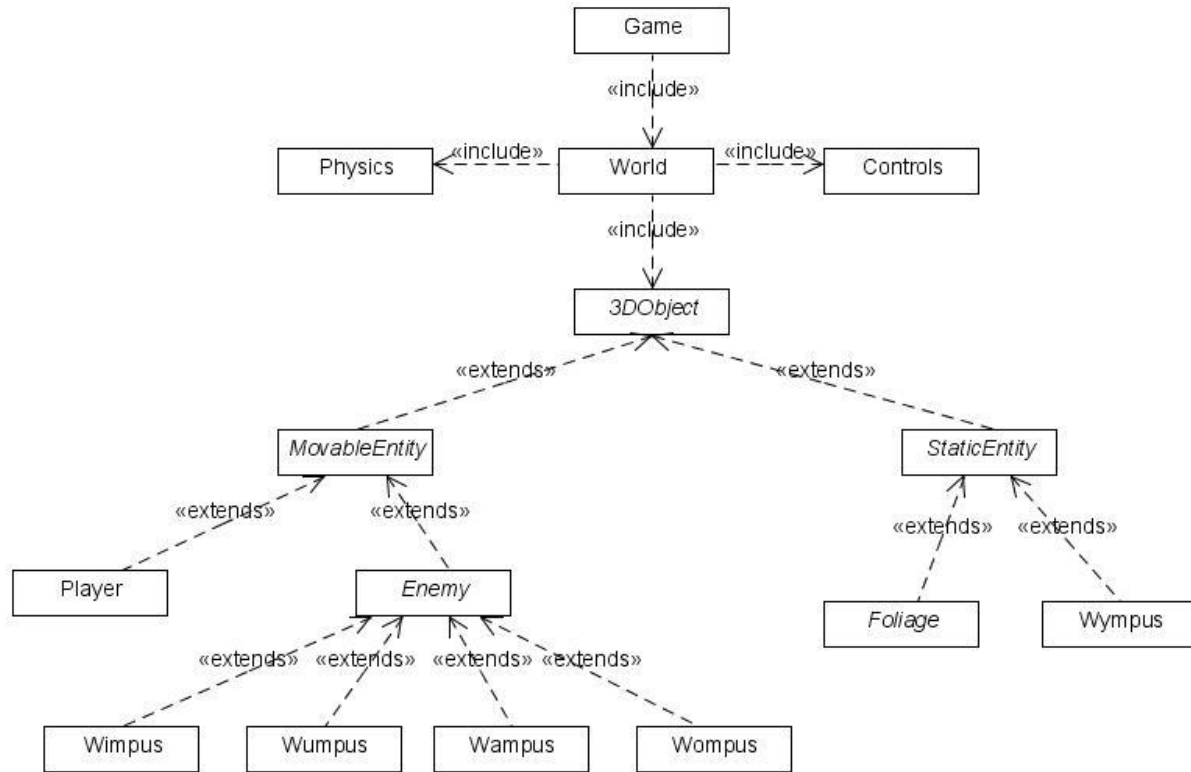
- ✍ 3D
- ✍ Singleplayer Hunt Mode
- ✍ Multiplayer “Survival” Mode

TECHNOLOGIES:

The project will be developed in XNA. This decision was made in order to maximize portability between platforms (if enough time remains an Xbox 360 port will be made) as well as to leverage the built-in functions for game rendering.

3D models will be developed in whichever 3D environment the Art Team feels most comfortable with and to which we can secure a license.

CLASSES:



(Not UML, I'm not even sure this makes sense.)

DEVELOPMENT TEAM:

Adam:

- ⇒ 3D Object
- ⇒ Player
- ⇒ Controls

Tyler:

- ⇒ Game (incl. Rendering)
- ⇒ Networking
- ⇒ Physics
- ⇒ Build Testing

Pramod:

- ⇒ Artificial Intelligence
- ⇒ World
- ⇒ Physics

Alex:

- ⇒ Movable Entity
- ⇒ Enemy and Derivatives
- ⇒ Static Entity and Derivatives

Because this isn't a full-time development team, these delegations are more guidelines, some people will be unable to complete all of their code on-time and others may need to help. This will be addressed with source control.

ART TEAM:

Andrew:

- ⇒ Level Designer
- ⇒ Modeling

Cole:

- ⇒ Code Integration
- ⇒ Modeling

Jan:

- ☞ Texture Designer
- ☞ Modeling

All members of the art team will be expected to develop the creatures together in order to maintain some sense of fit between the creatures unless deadlines become a problem. The code integration manager will work with the person in charge of Movable Entities to develop the C# classes responsible for representing the creatures.

ISSUE TRACKING AND VERSIONING:

Issue and Milestone tracking will be handled by the Track installation available at <http://projects.arson-media.com/axerxo>. Versioning will be handled by the Subversion repository, which is visible on the Track installation and which can be committed to at <https://ssl.arson-media.com/projects/axerxo/repo/webdav/>.

All team members will be expected to commit changes to the SVN repository using a client of their choice. Two options which are recommended are TortoiseSVN and AnkhSVN.

MILESTONES:

- ☞ Technical specifications done, development team familiar with XNA by March 17.
- ☞ Game, Controls, and World in a working state by March 31 optimistically, April 6 realistically.
- ☞ 3D Object done by April 13
- ☞ At least one 3D object + Player + Controls Implemented April 20
- ☞ Physics + early AI done April 24
- ☞ Early build April 27
- ☞ AI Done May 12
- ☞ Feature Freeze on May 19
- ☞ Code Freeze on June 2

This schedule may not be realistic in some aspects and will be changed as necessary as we progress. Feature delegation was made in respect to deadlines so each member is only working on one bit of code at once.