Project 1 | Technical Risk Assessment
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Delivery Platform

Penguin Shotgun Baseball is being developed for the MacOS and Windows platforms. Console platforms will not be targeted as of now and our team will build a mobile (Android and iOS) version in the future. By developing for these platforms we will be able to rapidly build our prototype and have access to a large install base.

Development Environment

Penguin Shotgun Baseball will be developed using the Unity Engine due to it's well documented and easy to use 2D development environment. Furthermore, Unity's polished and easy to access tools such as Prefabs and UI Systems will make the technical process more accessible to artists and designers.

Game Mechanics & Systems
TBD

Art Pipeline

This section outlines how art assets make their way to the current development build

Sketch

Assets will be conceptualized by artists on sketching paper. This process will

Photoshop

2D assets greenlighted in the sketching stage by both the artists and designers will be digitized using Adobe Photoshop.

Repository

Project files will be uploaded to a git repository.

Unity

Assets committed to the repository will automatically be added to the Unity project folder for use. In Unity, the pixel to unit ratio will be consistent between all objects. Basic art objects will be implemented by the artist and/or designer, but more complex prefabs will be built by programmers if necessary.

Review

Once an asset has been implemented, an artist will review them in order to certify they have been implemented correctly and are working as intended. If not, the artist will work with a programmer to bring the asset to a satisfactory state.

Design Pipeline

Milestone Update

Milestone 1
Vedant and Tyler worked on the TRA document and set up the repository.

Milestone 2
Vedant and Tyler implemented core mechanics for the milestone 2 gameplay prototype

Future Goals

Risk Assessment