

### **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.

## **Future Goals**

## **Risk Assessment**