Detailed Game Plan for Final Project

IMGD-3000/3500, C Term 2009

The formal proposal is a more detailed description of your proposed game, the technical challenges it entails, the artistic look of the game, and your plan to successfully complete its development in the time provided. You should draw on all of your experiences from your other classes, such as IMGD 1001, to inform this document.

The proposal should be approximately 2 to 3 pages if printed out. The more detail you specify here, the less you will have to do later, so front load the project by specifying as much as you can here. It should use the following outline:

Game Name: The name of your game

Team Name: The name of your team

Development Team: Names of individual developers

Game Description: A short, one paragraph description of your game.

Technical Features: A list of specific technical features your game will include.

Artistic Features: A list of specific artistic aspects of your game.

Implementation Plan: A short description of how you plan to implement the technical and artistic features of your game. Clearly indicate which parts are original, and identify any external resources you plan to use, as well as any previous projects or work you are going to build upon. If you will be using previous work, you must describe exactly its current functionality so that we can get an idea of your progress during the semester.

Schedule: Milestones and dates planned for your development.

A sample project proposal is given below.

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Game Name: Hooping
Team:
Art:
Joe Sixpack (jsp@wpi.edu)
Jane Latte (jl@wpi.edu)
Tech:
Biff Henderson (biff@wpi.edu)
John Smallberries (jsb@wpi.edu)

Game Description: This is a racing game for space ships. Each participant must maneuver a space ship through a series of check-point hoops laid out along a course. Because this takes place

in space, successfully navigating the course will require maneuvering in three dimensions. Think of this as pod racing in 3D. Hooping will run on Macintosh and Windows computers.

Game Features:
1. Single, or Multi-player modes (free-run, point-to-point, fastest lap)
2. Two playable tracks
3. Five ships with different characteristics
4. Variety of obstacles

Technical Features:
1. First-Person View
2. Movement in 3-D
3. Damage changes ship characteristics (handling, speed)
4. Various obstacles on each hoop segment
5. AI ships will match velocity and heading, with some variability

Significant Artistic Features:
1. Cell-shaded graphics
2. Ships made out of found/recycled materials
3. Each hoop has a different visual and animated look
4. Each obstacle is either a mechanical or animal

Implementation Plan:
We will use Maya, as well as tools from the C4 Web site to build all the models for this project. We will write code for our game that integrates into the C4 Game Engine, creating the game in an iterative fashion.

Distribution of Work:
Joe and Jane will do the modeling of the game assets, scripting of control of the ship, texturing of the game assets, and user control for the game.
Biff and John will do all the program coding for the game, including integration into C4, script coding for the obstacles, and be in charge of testing.

Schedule:
The Hooping project will start on January 29, 2009, and is planned to be completed in six weeks to meet a March 5, 2009 rollout. The major milestones of the project are the following:

Jan. 23 (Fri): Project summary ideas due
Jan. 26 (Mon): Project approved
Jan. 29 (Thu): Detailed Game Plan due
Jan. 29 (Thu): **Project kickoff meeting!**
Jan. 30 (Fri): SourceForge Project set up
Jan. 30 (Fri): Web page set up to show your progress
Feb. 03 (Tue): Basic game structure in place, characters and basic objects modeled an in game
Feb. 06 (Fri): **Milestone 1**: Progress presented in class
Feb. 13 (Fri): **Milestone 2**: Playable game alpha presented in class

Feb. 14 (Sat): Begin internal testing of implemented parts. Build, build, build!
Feb. 20 (Fri): **Milestone 3**: Playable game beta presented in class
Feb. 25 (Wed): Progress presentation in class
Mar. 02 (Mon): **Milestone 4**: "Feature-complete" game, all major functionality in place. No new ideas! Time to finish up and test, test, test!
Mar. 04 (Wed): Game complete. Go home and get some sleep before launch day.
Mar. 05 (Thu): **Final Prototype Presentations**

For the rest of the report, provide as much detail as you can about the game you will be building.

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Milestones:
The project milestones provide status updates so the course instructors can evaluate your progress up to and including your present status. You should use the **first milestone** to make a solid start to the project. The tech people should show some infrastructure, and placeholder art. The art people should show assets (models, textures, etc.) using whatever means they can. You must have a playable prototype of your game by the **second milestone**, and by the fourth milestone all major game features must be in place. The **third milestone** is to show some progress moving from the second to the fourth milestone. For each milestone, you must also have an update to the game's Web page which is the equivalent of a short 1 to 3 page document. The update must summarize your progress so far, including:
1. Representative screenshots
2. Work completed
3. Work remaining
4. Current bottlenecks
5. Realistic timeline for finishing up your game before the game launch in May.

Backups:
You MUST have a plan (and follow it!) for how/where you will backup your files. You will use SourceForge at WPI.