

# Detailed Game Plan for Final Project

IMGD-3000, D Term, 2006

The formal proposal is a more detailed description of your proposed game, the technical challenges it entails, and your plan to successfully complete its development in the time provided.

The proposal should be approximately 2 to 3 pages if printed out. It should use the following outline:

**Game Name:** The name of your game

**Development Team:** Names of developers

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

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

**Implementation Plan:** A short description of how you plan to implement the technical features of your game. Clearly indicate which parts are original, and identify any external resources used 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.

**Game Name:** Hooping

**Development Team:** Joe Sixpack (jsp@wpi.edu) Jane Latte (jl@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. Hooper will run on Macintosh, Linux, and Windows computers.

**Game Features:**

1. Single, or Multi-player modes
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

### **Implementation Plan:**

We will use the tools that accompany the texts for this class to build all the models for this project. We will code the scripts in Torque Script, creating the game in an iterative fashion.

### **Distribution of Work:**

Joe will do the modeling of the game assets, scripting of control of the ship, and user control for the game.

Jane will do all the script coding for the obstacles, texturing of the game assets, and be in charge of testing.

### **Schedule:**

The Hooping project will at the beginning of April 2006, and is planned to be completed in 3 and a half weeks to meet a May 2006 rollout. The major milestones of the project are the following:

07 Apr: Project kickoff meeting.

10 Apr: Web page set up to show your progress.

14 Apr: Ships, hoops, control in place. Coding of obstacles underway.

17 Apr: **Milestone 1:** Playable game prototype presented in class. Ships, hoops,

18 Apr: Begin internal testing of implemented parts. Build, build, build!

24 Apr: **Milestone 2:** "Feature-complete" game, all major functionality in place. No new ideas! Time to finish up and test, test, test!

30 Apr: Game complete. Go home and get some sleep before launch day.

### **Milestones:**

The project milestones provide status updates so the course instructors can evaluate your progress up to and including your present status. You must have a playable prototype of your game by the first milestone, and by the second milestone all major game features must be in place. You must also have an update to your webpage 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 might want to consider using SourceForge at WPI. It is a nice option for just this sort of project.