# Alien Invasion Project Plan

Boris
Chris M
Dorian
Monica

**TEAM:**

<u>Boris:</u> in this project he will create the "Volcano" level for the game. He will also create the "Lose" screen of the game.
<u>Chris M:</u> In this project he will create the "Jungle, story scene" level for the game.
<u>Dorian:</u> In this project he will create the "Desert, ship selector" level for the game.
<u>Monica:</u> in this project she will create the "start, space, and end" levels for the game

<u>All:</u> Each person is responsible for their own level scripts.  All methods and variables should be renamed according to the naming conventions.  Monica will create a custom text script, and possible ship selector script to be used in the final.

## ASSETS:

<u>Boris:</u> (level 3) the background for his level will be a volcano with lava and mounds. His sounds will have like mountain like theme to it. His script will make the game go from the volcano level to the space scene if the play destroys the enemies.
<u>Chris M:</u> (level 1) The background will be the jungle with trees and ponds. The sounds will have like a jungle theme to it. His script will make the jungle scene go to the desert scene when the play destroys all the enemies.
<u>Dorian:</u> (level 2) the background for his level will be cactus and sand. The sounds will have a desert like feel to it. He may also create his own audio for this level. His script will make the Desert scene go to the volcano scene when the player destroys all the enemy ships in his level. ( If there is time, Dorian will create the soundtrack for the game.)
<u>Monica:</u> (level 4) the background for her level will be space with stars and the earth. The sound will have a space like feel to it. Her script will make the space scene go to the win screen if the play manages to beat all the enemies.

<u>All:</u>
- All the members will draw as much of their own art as possible to prevent copyright issues.
- We will use a mix of commercial free vectors and group generated vectors to create and multiply the assets for the project.
- All the members will use freeware music/sound files if they are unable to creating their own sounds. ( If there is time, Dorian will create the soundtrack for the game.)
- Dorian is Responsible for the Ship Prefab
- Boris is Responsible for the Particles and Backgrounds 3 & 4.
- Monica is Responsible for the Enemy Prefabs.
- Chris is responsible for Backgrounds 1 & 2.
- Game Assets should be created in vector, with any game assets shared in the folder for team usage and editing.  The sprite sheet PSD and the AI vectors should be saved in the drive.  When your level is complete, create a package of the prefab to share with team members.  We will save level specific files in our own individual level folders.

## TUTORIALS:

The tutorials we are going to use is the udemy tutorials. Some other tutorials we may use are how to record and edit audio on adobe audition.
https://helpx.adobe.com/audition/how-to/audition-record-audio-file-cc.html

We most likely will ask the teacher about some codes if we can't find them online like the multiple life code for the ships and how we can make the main camera move within the game so it follows the ship wherever it moves along with the enemies.

**SCHEDULE:**

- 11/16: Think of a theme for the game.
- (Milestone) 11/ 19: Share our ideas with the other members and choose 1 that everyone agrees on. This Milestone is important because this provides us with a theme for the game.
- 11/21: finish the GDD for the game and turn it in
- **11/23: ( share your color palettes with the rest of the group, so when assets are completed on Monday everything matches and looks like it works together. ) Start creating the start screen, win screen, lose screen, background, and sprites for the game.**
- (Milestone) 11/26: Create the ships, enemies, backgrounds, and scripts for the game. This is important because this is the basic run down of the game. Like the player shoots the enemy and it gets destroyed and when the player kills all of them they go onto the next level
- **11/28: Everyone should have the prototype for their level complete by this day, so additional adjustments can be made to the game.**
- (Milestone) 11/29: update the scripts as necessary for compilation.  By now we should have a nice list of naming conventions.
- **12/1: FINAL DUE DATE FOR ALL PREFABS AND SCENE PACKAGES. Come together in order to join together the 9 scenes (start, story, ship selector, jungle, desert, volcano, space, lose, win) and build the game. This is important because now that all the pieces are together all that needs to be done is to join the game together to become one .**
- (Milestone) 12/3: Test the game and see if everything is working. Also make any corrections needed to make the game function without problem. This is important because no one wants to play a game that doesn't work well.
- **12/5: turn in the final game and create a video on how it's played.**

We divided the milestones this way because they go in order from the starting product to the finish product.

**Risk analysis:**

- A Risk would be that the type of settings that we use with udemy wouldn't transfer over between the settings we have in our personal Udemy. For example when files are imported from 1 computer to another, the settings won't convert the files to the correct format
- Another risk might be that some of the codes we put in won't work when we play the game. Some codes may be out of order which then makes the game go function the wrong thing like say if the ship shoots the enemy. Instead of destroying it, it won't do anything to it. We can reduce this risk by double checking the code and going to the udemy vids to see what we

might have done wrong and possible fix it since this guy uses a different version of Unity then we do.
- Another problem would be if there are too many assets and the game runs really slow or crashes. We can reduce this by only using the assets we want in the game and not add anything extra that may slow the game down.
- There are certain aspects of the game that we may not figure out in time to include them in the actual game. Some of the features that may need to be pushed aside due to deadline are:
  - Ship Select Screen
  - Particle Level-up System
  - A vertical traveling playspace that follows the player through levels.
    - ( Even if we get the camera to follow... is the increase in rendered graphics going to affect playability)
    - ( We haven't learned how to give the enemy ships AI, but we may be able to use multiple Enemy Spawners to achieve a similar effect.

## FUTURE UPDATES:

Some future updates would be to add a multiplayer feature to the mix where you can play with a friend.
Another update can be that can add power ups to the game where if you destroy the enemy you have a chance at a power up drop which can give you bonus points or a powerful gun.

# CONTRACT

- Everyone will contribute their best to the project.

- If you are having trouble with something let the others know so that way they can try to help you.

- DO NOT wait till the last minute to do the project.

- Everyone must try there best to meet the deadline. We know that each one of us has busy lives so if you can't make a deadline let the others know and we will try to find a way to resolve the problem.

- If you feel as if you don't know what to do next as one of your group members to run through your game to see if it meets all the necessary elements.

- Do your best to stay in contact with the other group members so that everyone knows what the other members' progress is for the project.

- Don't just put in minimal effort because it's not only your grade being affected it's ALL the members grades being affected.

- Everyone should get along with one another since this is a group project and we will be working together for this project.

- If you feel as if there something wrong with the project, tell the other group members because chances are, someone who plays the game will also notice the same mistake.

- Offer helpful tips to member and don't disrespect the creators level.

- OVERALL Have Fun with the project and be creative

Signature:                                                                    Date:
        Monica Palacios                                    11/22/2016
_____     _____
Signature:                                                                    Date:
        Chris M                                              11/22/2016
_____     _____
Signature:                                                                    Date:


_____     _____
Signature:                                                                    Date: