

Asset & Development Plan

Team Overscope

Version 2.0

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| --- | --- | --- |
| **Position Title** | **Name** | **Signature** |
| Associate Producer | Chris McCrimmons |  |
| Associate Game Designer | Robbie Stevens |  |
| Associate Lead Level Designer | Richard Milner |  |
| Associate Lead Artist | Alex Chu |  |
| Associate Lead Software Engineer | Loren Hoffman |  |
| Level Designer | Wade-Hahn Chan |  |
| Level Designer | Wayland Fong |  |
| Software Engineer | Tony Nguyen |  |
| Software Engineer | Benjamin Pope |  |

**Document Revisions Table**

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| 1.0 | Initial Document | Professor Stringer | 03/29/10 |
| 1.1 | Fixed cover page, removed references to three levels | Chris | 4/2/10 |
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|  |  |  |  |

Table of Contents

[Table of Figures 5](#_Toc261468496)

[Culture Statement 6](#_Toc261468497)

[Team Contract 7](#_Toc261468498)

[Individual Goals 7](#_Toc261468499)

[Team Goals 8](#_Toc261468500)

[Team Contact Database 8](#_Toc261468501)

[Schedule of Meetings 8](#_Toc261468502)

[Decision-Making Mechanisms 9](#_Toc261468503)

[Project Tracking Mechanisms 10](#_Toc261468504)

[Asset Approval Process 11](#_Toc261468505)

[Personnel Assessment Mechanisms 13](#_Toc261468506)

[Team Expectations 14](#_Toc261468507)

[Roles and Responsibilities 15](#_Toc261468508)

[Deconstruction 18](#_Toc261468509)

[Milestones 19](#_Toc261468510)

[Art Milestone Definitions 19](#_Toc261468511)

[Mock-ups 19](#_Toc261468512)

[Shippable Quality 19](#_Toc261468513)

[Final ("Should" Quality) 19](#_Toc261468514)

[Proof of Concept Tech 20](#_Toc261468515)

[Level Design 20](#_Toc261468516)

[Programming 21](#_Toc261468517)

[Production 22](#_Toc261468518)

[Sound 22](#_Toc261468519)

[Art 23](#_Toc261468520)

[Art (Continued) 24](#_Toc261468521)

[Interim Milestone 2 (Design Test) 25](#_Toc261468522)

[Level Design 25](#_Toc261468523)

[Programming 26](#_Toc261468524)

[Production 26](#_Toc261468525)

[Sound 26](#_Toc261468526)

[Art 27](#_Toc261468527)

[Art (continued) 28](#_Toc261468528)

[First Playable 29](#_Toc261468529)

[Level Design 29](#_Toc261468530)

[Programming 29](#_Toc261468531)

[Production 30](#_Toc261468532)

[Sound 30](#_Toc261468533)

[Art 31](#_Toc261468534)

[Art (continued) 32](#_Toc261468535)

[Alpha 33](#_Toc261468536)

[Level Design 33](#_Toc261468537)

[Programming 33](#_Toc261468538)

[Production 33](#_Toc261468539)

[Art 34](#_Toc261468540)

[Product Backlog 35](#_Toc261468541)

[Sprint Backlogs 36](#_Toc261468542)

[Proof of Concept Tech 36](#_Toc261468543)

[Overview 36](#_Toc261468544)

[Backlog Actual Link 36](#_Toc261468545)

[Interim Milestone 2 (Design Test) 37](#_Toc261468546)

[Overview 37](#_Toc261468547)

[Backlog Actual Link 37](#_Toc261468548)

[First Playable 38](#_Toc261468549)

[Overview 38](#_Toc261468550)

[Backlog Actual Link 38](#_Toc261468551)

[Alpha 39](#_Toc261468552)

[Overview 39](#_Toc261468553)

[Backlog Actual Link 39](#_Toc261468554)

# Table of Figures

[Figure 1: Team Overscope Members from L-R – Robbie Stevens, Alex Chu, Rich Milner, Wayland Fong, Loren Hoffman, Ben Pope, Chris McCrimmons, Wade-Hahn Chan, Tony Nguyen 6](#_Toc261468555)

[Figure 2: Team Contact Database 8](#_Toc261468556)

[Figure 3: Schedule of Meetings 8](#_Toc261468557)

[Figure 4: Art Asset Approval Process 11](#_Toc261468558)

[Figure 5: Level Design Asset Approval Process 12](#_Toc261468559)

[Figure 6: Peer Evaluation Categories and Scoring Options 13](#_Toc261468560)

[Figure 7: Roles and Responsibilities 1 15](#_Toc261468561)

[Figure 8: Roles and Responsibilities 2 16](#_Toc261468562)

[Figure 9: Roles and Responsibilities 3 17](#_Toc261468563)

[Figure 10: *Sword of Babylon* Deconstruction 18](#_Toc261468564)

[Figure 11: Milestone Overview (Dates Represent TGP Class Meeting Days) 19](#_Toc261468565)

[Figure 12: Product Backlog 35](#_Toc261468566)

[Figure 13: Proof of Concept Tech Backlog Overview 36](#_Toc261468567)

[Figure 29: Interim Milestone 2 (Design Test) Backlog Overview 37](#_Toc261468568)

[Figure 46: First Playable Backlog Overview 38](#_Toc261468569)

[Figure 63: Alpha Backlog Overview 39](#_Toc261468570)

# Culture Statement

Talented and driven are the two core tendencies driving Team Overscope. Seeking to build stability and unity where once there was only individuality, this team of overachievers is on a mission to deliver an epic, finely crafted, and well-polished third-person action-adventure boss battle. Together, we maintain an open and affirming commitment to one another and the team that reflects our values and ideologies. We believe that openness and honesty are crucial to our well-being; we must become a family rather than a collection of individuals. We commit to supporting and nurturing the growth of each team member so that we may collectively rise to a higher level. We must transcend the individual faults we all possess, and by doing so, find strength in the cohesiveness of our team.

Respect for fellow team members is crucial to maintaining an inviting, supportive, and productive team environment. We must never be afraid to make our opinions heard but we must also respect the feelings of others. We believe that enjoyment of our craft is paramount to our success while we also realize that professionalism and mutual trust are what allow us to meet our goal.

As a family, the members of Team Overscope all possess unique attributes that when combined, create an unstoppable force of development potential. Everyone is valued, respected, and celebrated for their differences. In fact, our diversity gives us strength, allowing us to build upon many pillars in creating a solid foundation. In the end, we are all members of the same family pushing against boundaries to make the impossible possible.



Figure 1: Team Overscope Members from L-R – Robbie Stevens, Alex Chu, Rich Milner, Wayland Fong, Loren Hoffman, Ben Pope, Chris McCrimmons, Wade-Hahn Chan, Tony Nguyen

# Team Contract

## Individual Goals

Wade-Hahn Chan

* Build a Stage Three exterior level that conveys space and depth
* Create effective and creative machinima using Matinee
* Work with the team to create a consistent design and an effective overall level flow

Alex Chu

* Create a compelling and distinct visual style
* Ensure game maintains a consistent visual quality
* Strive for a high degree of realism in depicting characters and environments, be they natural or fantastical

Wayland Fong

* Learn how to support someone else's creative vision
* Become an expert at Kismet and learn basic UnrealScript
* Learn how to multitask between TGP and individual projects efficiently

Loren Hoffman

* Explore graphics programming in the Unreal 3 Engine
* Explore leadership of a team of engineers
* Analyze the experience of creating time estimates

Chris McCrimmons

* Learn to effectively keep a team of creative individuals on task and on time
* Develop my ability to place trust in others to get the job done
* Build my self-confidence in leading a high-performance team

Rich Milner

* Provide exceptional team support within designated leadership role
* Maintain strong communication and open collaboration with other leads at all times
* Develop level design skills in accordance with professional standards
* Effectively balance time-management between TGP III and other projects

Tony Nguyen

* Gain valuable experience with UDK scripting and code architecture
* Work well in a programming team environment
* Enjoy the work and have fun

Ben Pope

* Learn and gain experience in AI development
* Create an escalating battle that keeps the player engaged without being overwhelmed
* Coordinate with the team in order to build upon a cohesive vision

Robbie Stevens

* Coordinate with team to make sure gameplay is fun
* Create convincing and compelling environmental art
* Stay sane

## Team Goals

Bring together individual strengths and skills to produce a polished 3D video game boss battle (under a challenging schedule!)

## Team Contact Database

Each team member agrees to check their e-mail and phone a minimum of 3 times Monday – Saturday at the beginning, middle and end of the day.

|  |  |  |
| --- | --- | --- |
| **Name** | **E-mail Address** | **Phone Number** |
| Wade-Hahn Chan | [redacted] | [redacted] |
| Alex Chu | [redacted] | [redacted] |
| Wayland Fong | [redacted] | [redacted] |
| Loren Hoffman | [redacted] | [redacted] |
| Chris McCrimmons | [redacted] | [redacted] |
| Rich Milner | [redacted] | [redacted] |
| Tony Nguyen | [redacted] | [redacted] |
| Ben Pope | [redacted] | [redacted] |
| Robbie Stevens | [redacted] | [redacted] |

Figure 2: Team Contact Database

## Schedule of Meetings

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** |
| TGP Class  (3 hours) |  | Core Hours  (3 hours) | TGP Class (3 hours) |  | Core Hours (3 hours) |
| 9:30 AM |  | 7:00 PM | 9:30 AM |  | 1:00 PM |
| 12:30 PM |  | 10:00 PM | 12:30 PM |  | 4:00 PM |

Figure 3: Schedule of Meetings

## Decision-Making Mechanisms

Daily Scrum – daily project status meeting in appropriate sized groups

1. This daily meeting starts on time 5 minutes after the commencement
2. All are welcome, but only team members can speak
3. Team members stand up in a semi-circle around the scrum board
4. Scrum Master (Lead) asks 3 questions of each member:
   1. What have you done since last Scrum?
   2. What are you doing this Scrum?
   3. Are there any obstacles?
5. The meeting is time-boxed to 10-15 minutes

Scrum of Scrums 1 – daily leads meeting

1. This daily meeting starts on time 20 minutes after the Daily Scrum
2. Leads stand up
3. Scrum Master (Team Lead) asks 4 questions of each lead:
   1. What has your team done since we last met?
   2. What will your team do before we meet again?
   3. Is anything slowing your team down or getting in their way?
   4. Are you about to put something in another team’s way?
4. Resolve any issues immediately following the meeting
5. The meeting is time-boxed to 15-30 minutes

Scrum of Scrums 2 – game design meeting

1. This as needed meeting starts on time after the Leads Meeting
2. All are welcome, but only team members and leads that are affected should attend
3. Attendees stand up
4. The meeting is time-boxed to 15-30 minutes

Sprint Reviews – all stakeholders milestone feedback

1. Review the work that was completed and not completed
2. Present the completed work to the stakeholders
3. Document feedback from the stakeholders

Sprint Retrospective – team meeting for just completed Sprint

1. All team members reflect on the past sprint
2. Make continuous process improvements
3. Ask – What went well during the Sprint?
4. Ask – What could be improved in the next Sprint?

Sprint Planning Meeting – planning meeting for next Sprint

1. Select what work is to be done based on updated Product Backlog via stakeholder feedback
2. Prepare the Sprint Backlog that details the time it will take to do that work with the entire team

## Project Tracking Mechanisms

Scrum Board – the physical space dedicated to display of project tasks and their tracking

Sprint Backlog – document containing information about the tasks and effort estimates

Sprint Backlog Actuals – document containing information about the tasks and final effort

Asset & Development Plan – contractual document containing information governing the team personnel expectations and detailed schedule of work to be completed

Asset Database – database containing a complete description of assets to be generated for the project with their technical specifications

Game Design Document – contractual document containing information detailing the design of the game and details of the level designs

Level Design Document(s) – contractual document containing the information detailing the design and specifications for all assets to be created for the level

Art Style Guide – contractual document containing visual art reference for the digital art asset to be created for the project as well as guidelines for use of tools to create the custom assets

Technical Design Document – contractual document containing a description of the software product to give overall guidance of the engine architecture as well as guideline for use of software configuration management practices and tools

SVN (Subversion) – stand-alone application used to manage the changes to the computer file artifacts used in the creation of the project

Issue Manager – stand-alone application used to keep track of reported bugs in the work and manage their successful resolution

### Asset Approval Process

#### Art Assets



Figure 4: Art Asset Approval Process

#### Level Assets



Figure 5: Level Design Asset Approval Process

## Personnel Assessment Mechanisms

Team Dynamics Peer Review Site – use the Daily Scrums and Sprint Review complete peer evaluations and self-evaluation at end of every Sprint at tgp.stringersites.com by 11 p.m.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Ease of working | 1 | 2 | 3 | 4 | 5 |
|  | Interrupts, distracts, or disrupts others; difficult to work with | Seldom demonstrates cooperation and respect |  | Usually demonstrates cooperation and respect | Always demonstrates cooperation and respect |
| Attitude | 1 | 2 | 3 | 4 | 5 |
|  | Often is publicly critical of projects and rude to guests and/or members of the class. Seldom has a positive attitude. | Occasionally is publicly critical of projects and rude to guests and/or members of the class. Usually has a positive attitude. |  | Rarely is publicly critical of projects or rude to guests and/or members of the class. Often has a positive attitude. | Never is publicly critical of projects or rude to guests and/or members of the class. Always has a positive attitude. |
| Attendance | 1 | 2 | 3 | 4 | 5 |
|  | Does not arrive  on time, attend the entire  session, or notify the team regarding absences and unforeseen delays. | Seldom arrives on time, attends the entire  session, and promptly notifies the team regarding absences and unforeseen delays. |  | Often arrives on time, attends the entire  session, and promptly notifies the team regarding absences and unforeseen delays. | Always arrives on time, attends the entire  session, and promptly notifies the team regarding absences and unforeseen delays. |
| Work Ethic | 1 | 2 | 3 | 4 | 5 |
|  | Rarely focuses on the task and what needs to be done. Lets others do the work. | Focuses on the task and what needs to be done some of the time. Teacher and/or class members must sometimes nag, prod, and remind to keep this person on-task. |  | Focuses on the task and what needs to be done most of the time. Teachers and class members can count on this person. | Consistently stays focused on the task and what needs to be done. Very self-directed. |
| Quality | 1 | 2 | 3 | 4 | 5 |
|  | Work reflects very little effort on the part of this student. | Work reflects some effort from this student. |  | Work reflects a strong effort from this student. | Work reflects this student's best efforts. |
| Team Work | 1 | 2 | 3 | 4 | 5 |
|  | Unable to engage in constructive dialogue. | Seldom listens and speaks actively and shows understanding by paraphrasing or by acknowledging and building on others’ ideas. |  | Usually listens and speaks actively and shows understanding by paraphrasing or by acknowledging and building on others’ ideas. | Always listens and speaks actively and shows understanding by paraphrasing or by acknowledging and building on others’ ideas. |

Figure 6: Peer Evaluation Categories and Scoring Options

## Team Expectations

1. Demonstrate a realistic understanding of my role and accountabilities
2. Demonstrate objective and fact-based judgments.
3. Collaborate effectively with other team members.
4. Make the team goal a higher priority than any personal objective.
5. Demonstrate a willingness to devote whatever effort is necessary to achieve team success.
6. Be willing to share information, perceptions, and feedback appropriately.
7. Provide help to other team members when needed and appropriate.
8. Demonstrate high standards of excellence.
9. Stand behind and support team decisions.
10. Demonstrate courage of conviction by directly confronting important issues.
11. Demonstrate leadership in ways that contribute to the team’s success.
12. Respond constructively to feedback from others.
13. Attend all whole team meetings and individual department meetings
14. Commit to actual work during core hours.
15. Check e-mail and phone a minimum of 3 times Monday – Saturday at the beginning, middle and end of the day.
16. Be honest, considerate and respectful.
17. Hold realistic expectations of self and other team members.
18. Maintain open lines of communication with all team members.
19. Voice opinions clearly
20. Work competently and concisely toward team goals.
21. Provide appropriate, constructive, objective feedback.
22. Do not confuse professional opinion with personal.
23. Always be open-minded towards change.
24. Pay attention during meetings and classes so that everyone is on the same page.
25. Ask those in your immediate area if eating your meal in the area will bother them.
26. If not everyone can agree on music, then use headphones.
27. Maintain a level of humor appropriate to other’s sensitivities.
28. Shower.

# Roles and Responsibilities

|  |  |
| --- | --- |
| **Associate Producer** |  |
| Name: Chris McCrimmons | * Lead team meetings * Lead team presentations * Create planning documents and keep them current   + Asset Development Plan     - Project Backlog     - Spring Backlogs   + Asset Database * Compile tasks for milestones * Create Scrum board for Production * Approve assets * Check tasks against plan * Maintain major team goals * Mitigate major team risks * Create test plan * Facilitate communication between departments * Scrum Master for Scrum of Scrums 1 |
| **Associate Lead Game Designer** |  |
| Name: Robbie Stevens | * Lead game design meetings * Create Game Design Document and keep it current * Compile design assets for Asset Database * Gather design tasks for milestones * Approve assets * Check tasks against plan * Maintain major design goals * Mitigate major design risks * Manage testing sessions * Writes script for dialogue * Casts and records actors * Maintain the vision and fun of the game * Keep team passionate towards the game * Cultivate and maintain the cinematic vision * Scrum Master for Scrum of Scrums 2 |

Figure 7: Roles and Responsibilities 1

|  |  |
| --- | --- |
| **Associate Lead Artist** |  |
| Name: Alex Chu | * Lead art meetings * Create Art Style Guide and keep it current * Compile art assets for Asset Database * Gather art tasks for milestones * Create Scrum board for Art * Approve art assets * Check tasks against plan * Maintain major art goals * Mitigate major art risks * Maintain the overall aesthetic style * Maintain visual consistency between assets * Provide tutoring to others completing art tasks * Create mockups and concepts |
| **Associate Lead Programmer** |  |
| Name: Loren Hoffman | * Lead programming meetings * Create Technical Design Document and keep it current * Compile programming assets for Asset Database * Gather programming tasks for milestones * Create Scrum board for Programming * Approve programming assets * Check tasks against plan * Maintain major programming goals * Mitigate major programming risks * Approve all changes involving technology * Create build and installer * Lead shader design and implementation |
| **Associate Lead Level Designer** |  |
| Name: Rich Milner | * Lead level design meetings * Create Level Design Document and keep it current * Compile design assets for Asset Database * Gather level design tasks for milestones * Create Scrum board for Level Design and Sound * Approve level design assets * Check tasks against plan * Maintain major level design goals * Mitigate major level design risks * Provide guidance for level design department * Build and Decorate Level (BSP, Static Mesh, Lighting, Sound) * Clearly implement “core game play” in levels |

Figure 8: Roles and Responsibilities 2

|  |  |
| --- | --- |
| **Level Designer** |  |
| Name: Wade-Hahn Chan | * Work with faculty advisor and team to create design * Works in the editor to create level(s) for the game * Follow Game Design Document (GDD) * Create and follow Level Design Documents (LDDs) * Maintain a design vision to maximize quality * Keep aware of design issues & find solutions for team to use * Create Cinematic Matinee sequences to support cinematic vision |
| **Level Designer** |  |
| Name: Wayland Fong | * Work with faculty advisor and team to create design * Works in the editor to create level(s) for the game * Follow Game Design Document (GDD) * Create and follow Level Design Documents (LDDs) * Maintain a design vision to maximize quality * Keep aware of design issues & find solutions for team to use * Implement scripting to support “core game play” |
| **Programmer** |  |
| Name: Tony Nguyen | * Code individual game components * Produce custom code for new game features * Keep aware of technical issues & find solutions for team to use * Follow Technical Design Documentation * Assist with documentation * Implement player controls and animation integration |
| **Programmer** |  |
| Name: Ben Pope | * Code individual game components * Produce custom code for new game features * Keep aware of technical issues & find solutions for team to use * Follow Technical Design Documentation * Assist with documentation * Implement Boss Character Artificial Intelligence |

Figure 9: Roles and Responsibilities 3

# Deconstruction



Figure 10: *Sword of Babylon* Deconstruction

# Milestones



Figure 11: Milestone Overview (Dates Represent TGP Class Meeting Days)

## Art Milestone Definitions

### Mock-ups

* Environmental Mesh
  + Correct tri count
  + Stress test
  + Basic dimensions
  + Flat texture
    - Correct pixel ratio
  + File size
  + Naming convention
* BSP textures
  + Basic flat texture
  + Correct pixel ratio
  + File size
  + Naming convention
* Particle
  + Flat mockup texture
  + Default emitter
* Skeletal meshes - character
  + 1 or 2 bones
  + Proper naming convention

### Shippable Quality

* Representational of final assets
  + Shape
  + Size
  + Texture
* Doesn't adhere to tech specs
* Doesn't adhere to art style
* Doesn't meet quality bar

### Final ("Should" Quality)

* Adheres to all technical specs
* Adheres to art style
* Adheres to quality bar in ASG

## Proof of Concept Tech

### Level Design

* Initial BSP Brushwork
  + Create Initial BSP Brushwork
    - Main Fighting Arena
    - Sandbox Room
    - Hallway Between Sandbox Room and Fighting Arena
  + Post-Processing Volume for Shadow Effect created and triggered by a switch
  + Place Brick Material Mockup on BSP Walls
  + Place Calm Water Material Mockup on BSP Water Areas
  + Place Floor Material Mockup on BSP Floor Areas
  + Place Ceiling Material Mockup on BSP Ceiling Areas
* Initial Static Mesh Placement
  + Place Column Static Mesh Mockup in Level
  + Place Column Base Static Mesh Mockup in Level
  + Place Trim 1 Static Mesh Mockup in Level
  + Place Trim 2 Static Mesh Mockup in Level
  + Place Rubble Static Mesh Mockup in Level
  + Place Floor Tile Static Mesh Mockup in Level
  + Place Health Urn Static Mesh Mockup in Level
  + Place Simple Plane Static Mesh Mockup in Level
  + Place Brazier Static Mesh Mockup in Level
  + Place Tree Static Mesh Mockup in Level
  + Place Foliage 1 Static Mesh Mockup in Level
  + Place Foliage 2 Static Mesh Mockup in Level
  + Place God Ray 1 Static Mesh Mockup in Level
* Visible Lighting: lighting allows player to navigate within game space
* Mockup Particle Systems
  + Dust
  + Water Splash
* Scripting
  + Boss spawns when the player cross into the Fighting Arena
  + Door closes behind player when crossing into Fighting Arena
* Matinee
  + Storyboard Sequences
    - Boss Entrance
    - Boss Transition to Shadow Realm
    - Boss Transition from Shadow Realm
    - Boss Death

### Programming

* Game loads white boxed level
* Player character in game using temporary model
* Player character can move, jump
* Player character has a melee weapon
* Player character can use the sword for one slash attack
* Shedu character in game using temporary model
* Shedu character tracking to player
* Shedu character performing single melee attack, swiping with a paw at the player
* Simple HUD displaying player health and endurance (top left) and boss health (middle bottom)
* Player character can lock on to nearest enemy
* Game supports a level ending event resulting in a level reset

### Production

* Weekly DVD backups created
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Vertical Slice Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Vertical Slice Backlog Actuals

### Sound

* Player Stepping on Stone
* Player Stepping in Water
* Player Slashing
* Player Slash Hits Enemy
* Player Slash Hits Urn
* Player Slash Hits Stone
* Player Takes Damage
* Player Death
* Boss Stepping on Stone
* Boss Stepping in Water
* Boss Swiping
* Boss Swipe Hits Player
* Boss Swipe Hits Stone
* Boss Wing Flap
* Boss Roar
* Boss Banish
* Boss Takes Damage
* Boss Death
* Ambient Water Rippling
* Ambient Water Rushing
* Shadow World Transition
* Shadow World Ambient Hum

### Art

* Mockup
  + Static Mesh
    - Brazier
    - Trim 1
    - Trim 2
    - Column
    - Column Base
    - Tree 1
    - Tree 2
    - Bush
    - Vase
    - Sky Dome
    - Brick
    - Waterfall
    - Plane
    - Rubble
  + Character Meshes
    - Mashu
    - Shedu
  + UI/HUD Elements
    - Mashu Health
    - Mashu Endurance
    - Shedu Health
    - Lock-on Icon
  + Materials
    - Wall Bricks
    - Floor
    - Ceiling
    - Calm Water

### Art (Continued)

* Shippable Quality
  + Brick Material (real world) diffuse Texture
  + Column Mesh
  + Column Mesh Unwrap
  + Column Base Mesh Unwrap
  + Trim (variant 1) Mesh Unwrap
  + Trim (variant 2) Mesh Unwrap
  + Simple Plane Mesh Unwrap
  + Sky Dome Mesh Unwrap
  + Mashu Mesh Skeleton
  + Mashu Idle Anim
  + Column diffuse Texture
  + Column normal Texture
  + Column Base diffuse Texture
  + Column Base normal Texture
  + Brick Normal
  + Floor Normal
  + Floor Diffuse
  + Rubble Mesh
  + Rubble Unwrap
  + Brick Diffuse
  + Mashu Walk Anim
  + Mashu Turn-in-Place Anim
  + Parallax/Alpha Map Brick

## Interim Milestone 2 (Design Test)

### Level Design

* BSP Brushwork
  + Upper Level of Fighting Arena
* Static Meshes
  + Place Column Static Mesh Final
  + Place Column Base Static Mesh Final
  + Place Health Urn Static Mesh Final
  + Place Simple Plane Static Mesh Final
  + Place Roof Trim
  + Place Upper Level Trim
* Particle Effects
  + Brazier Particle
  + Miasma Particle Effect
  + Create Health Urn Splash Particle System
  + Dust - Mashu Step
  + Dust - Shedu Step
  + Dust - Shedu Charge
  + Dust - Shedu Wing Flap
* Representational Lighting: lighting realistically reflects light sources, the time of day, architectural geometry, and is consistent with setting and theme, but lacks optimization and a salient emotional quality
* Scripting
  + Trigger "Brazier" sequence
  + Spawn Soul Orbs
  + Spawn Shadow Hazards
  + Trigger Particle Effects
  + Scripting Phase 1 to 2 Transitions
  + Scripting Phase 2 to 3 Transitions
* Cinematics
  + Shippable quality matinee cinematic camera movement for Intro
  + Employ basic animations using mockup assets for Intro
  + Prototype matinee cinematic camera movement for shift to second floor
  + Employ basic animations using mockup assets for shift to second floor
  + Transition to Phase 3 Battle Mockup
  + Prototype matinee cinematic camera movement for boss death
  + Employ basic animations using mockup assets for boss death
  + Scripting matinee Transitions between all 3 phases

### Programming

* Player character using final model assets
* Player character can dodge
* Boss has charge attack: he rears back before flying straight at the player at great speed
* Boss decision making and resource system: Boss makes use of an endurance resource and cooldown system to perform attacks, able to detect environment and assess Hero in order to make decisions on how to approach and attack. Boss also uses an escalation system to become stronger and fiercer as he takes damage throughout combat.
* HUD informs player of lock on
* HUD queries game for presence of boss
* Game supports loading single level and matinee cinematics
* Events may be triggered to advance player to a cinematic
* Main menu in place that allows player to select level or cinematic
* Pause menu in place
* Death screen in place
* Create alpha installer

### Production

* Weekly DVD backups created
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Alpha Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Alpha Backlog Actuals
* Kleenex Test Results

### Sound

* Title Music
* Boss Music

### Art

* Shippable Quality
  + Brick Material (real world) normal Texture
  + Floor Material normal Texture
  + Brick Solo Mesh
  + Rubble Mesh
  + Waterfall 1 Mesh
  + Foliage (variant 1) Mesh
  + Foliage (variant 2) Mesh
  + Brick Solo Mesh Unwrap
  + Rubble Mesh Unwrap
  + Waterfall 1 Mesh Unwrap
  + Foliage (variant 1) Mesh Unwrap
  + Foliage (variant 2) Mesh Unwrap
  + Trim (variant 1) diffuse Texture
  + Trim (variant 1) normal Texture
  + Trim (variant 2) diffuse Texture
  + Trim (variant 2) normal Texture
  + Brick Solo diffuse Texture
  + Brick Solo normal Texture
  + Rubble diffuse Texture
  + Rubble normal Texture
  + Rubble alpha Texture
  + Simple Plane (both worlds) normal 1 Texture
  + Simple Plane (both worlds) normal 2 Texture
  + Simple Plane (both worlds) specular 1 Texture
  + Simple Plane (both worlds) specular 2 Texture
  + Waterfall Texture (both types) normal 1 Texture
  + Waterfall Texture (both types) normal 2 Texture
  + Waterfall Texture (both types) specular 1 Texture
  + Waterfall Texture (both types) specular 2 Texture
  + Foliage (variant 1) diffuse Texture
  + Foliage (variant 2) diffuse Texture
  + Sky 1 diffuse Texture
  + Mashu Mesh
  + Shedu (real world) Mesh
  + Shedu Projectile Mesh
  + Mashu Mesh Unwrap

### Art (continued)

* Shedu (real world) Mesh Unwrap
* Shedu Projectile Mesh Unwrap
* Mashu Mesh Skeleton
* Shedu (real world) Mesh Skeleton
* Mashu diffuse Texture
* Shedu diffuse Texture
* Mashu Walking
* Mashu Running
* Mashu Attack Combo 1
* Shedu Running
* Shedu Charges
* Shedu Swipe

## First Playable

### Level Design

* Static Meshes
  + Place Trim 1 Static Mesh Final
  + Place Trim 2 Static Mesh Final
  + Place Rubble Static Mesh Final
  + Place Tree Static Mesh Final
  + Place Foliage Static Mesh Final
  + Place God Ray Static Mesh Final
  + Place Miasmas
  + Place Friezes
* Production-Quality Lighting: lighting is aesthetically beautiful and dramatic, strongly evocative of mood, and demonstrates a refined interplay with between light and shadow
* Particle System
  + Create Orb Smash Particle System
  + Create Orb Beam Particle System
  + Create Orb Trail Particle System
  + Create Shedu Hit (Feathers) Particle System
  + Create Urn Smash Particle System
  + Create Ambient Dust Particle System
* Cinematics
  + Employ basic animations using mockup assets for shift to second floor
  + Camera work Polish/edit, Intro
  + Animations, Intro
  + Camera work, Boss death
  + Animations, Boss Death
  + Camera work, Transition to Shadow mode
  + Animations, Transition to Shadow World
  + Camera work, Transition from Shadow mode
  + Animations, Transition from Shadow mode

### Programming

* Boss using final model assets
* Create beta installer
* Shadow world post processor
* Final main menu in place without debug selections

### Production

* Weekly DVD backups created
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Beta Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Beta Backlog Actuals
* Kleenex Test Results

### Sound

* Player Death Music
* Boss Death Music

### Art

* Shippable Quality
  + Floor Tile (real world) Mesh
  + Health Urn Mesh
  + Brazier Mesh
  + Tree Mesh
  + God Ray (variant 1) Mesh
  + Floor Tile Mesh Unwrap
  + Health Urn Mesh Unwrap
  + Brazier Mesh Unwrap
  + Tree Mesh Unwrap
  + God Ray (variant 1) Mesh Unwrap
  + Floor Tile (real world) diffuse Texture
  + Health Urn diffuse Texture
  + Health Urn normal Texture
  + Health Urn emissive Texture
  + Brazier diffuse Texture
  + Brazier normal Texture
  + Brazier specular Texture
  + Tree diffuse Texture
  + Tree normal Texture
  + Tree specular Texture
  + Tree emissive Texture
  + Tree alpha Texture
  + Foliage (variant 1) normal Texture
  + Foliage (variant 1) specular Texture
  + Foliage (variant 1) alpha Texture
  + Foliage (variant 2) normal Texture
  + Foliage (variant 2) specular Texture
  + Foliage (variant 2) alpha Texture
  + God Ray (both variants) diffuse Texture
  + God Ray (both variants) emissive Texture
  + God Ray (both variants) alpha 1 Texture
  + God Ray (both variants) alpha 2 Texture
  + God Ray (both variants) alpha 3 Texture
  + God Ray (both variants) alpha 4 Texture
  + Mashu specular Texture
  + Mashu normal Texture
  + Mashu alpha Texture
  + Shedu specular Texture
  + Shedu normal Texture

### Art (continued)

* + Shedu emissive Texture
  + Shedu alpha Texture
  + Shedu Projectile diffuse Texture
  + Shedu Projectile specular Texture
  + Shedu Projectile alpha Texture
  + Mashu Attack Combo 2
  + Mashu Takes Damage
  + Mashu Idle
  + Shedu Idles
  + Shedu Takes Damage
  + Shedu Range Attack
  + Water Splash diffuse
  + Water Splash alpha
  + Brazier Fire diffuse
  + Brazier Fire alpha
  + Mashu Health
  + Mashu Endurance
  + Lock-On-Icon
  + Mashu Healing
  + Shedu Health Bar
  + Team Logo Screen
  + Game Logo Screen
  + Start Menu
  + Quit Menu
  + Death Menu
  + Start Menu buttons
  + Quit Menu buttons
  + Death Menu buttons

## Alpha

### Level Design

* Level Optimization
* Particle Effects
  + Place Ambient Dust Particle Effect
  + Boss Death Miasma Particle
* Cinematics
  + Animations, Transition to Shadow World
  + Camera work, Transition from Shadow mode
  + Animations, Transition from Shadow mode
  + Shedu Death

### Programming

* Final installer
* AI Polish

### Production

* Weekly DVD backups created
* Up-to-Date Game Design Document
* Up-to-Date Technical Design Document
* Up-to-Date Art Style Guide
* Up-to-Date Product Backlog
* Up-to-Date Beta Backlog
* Up-to-Date Asset Development Plan
* Up-to-Date Asset Database
* Beta Backlog Actuals
* Kleenex Test Results
* DVD case complete
* CD-Label complete
* Manual contents complete
* Four (4) Master copies created and verified to be bit accurate
* All game assets archived on one (1) disc

### Art

* Shippable Quality
  + Shedu diffuse Texture
  + Shedu emissive Texture
  + Shedu alpha Texture
  + Collect Screen Shots
  + CD-Label
  + Box Art
  + Instruction Manual
  + Controls Menu
  + Controls Menu buttons
  + DVD Art

# Product Backlog



Figure 12: Product Backlog

# Sprint Backlogs

## Proof of Concept Tech

### Overview



Figure 13: Proof of Concept Tech Backlog Overview

### Backlog Actual Link

<SwordofBabylon_Backlog.xlsx>

## Interim Milestone 2 (Design Test)

### Overview



Figure 14: Interim Milestone 2 (Design Test) Backlog Overview

### Backlog Actual Link

<SwordofBabylon_Backlog.xlsx>

## First Playable

### Overview



Figure 15: First Playable Backlog Overview

### Backlog Actual Link

<SwordofBabylon_Backlog.xlsx>

## Alpha

### Overview



Figure 16: Alpha Backlog Overview

### Backlog Actual Link

<SwordofBabylon_Backlog.xlsx>