

Asteroid Smash

Team-

Everyone in our team will get a chance to touch each aspect of the game if they want to. Each person is charged with creating their own personal "morph" animation for their "bouncer" as well as a modified asteroid which would be new to their level.

Monica - Project Lead - Follows up with team, creates the first paddle & ball.

Kahlia - In charge of the start, win and lose screens. Animated background.

Alexis - In charge of first asteroid, music as well as sound effects for the level.

Each person should submit an asteroid and a ball for team review. The best will be chosen for the game.(obsolete)

Assets -

We were going to use a photograph for the base background in the level, but if that is not allowed, we can re-create the background in photoshop.

Artistic Assets -

- Starry Background
- Paddle Pixls - (a new version and animation for each level)
- Asteroids - (a new version / color for each level)

Text Assets -

- Short Story with Win / Lose Text
- Button Text
- Title Font / Text and Button Font

Sound -

- Music
- Impact Sound

Schedule -

Deliverables / Milestone Dates -

Milestone - Midnight, Friday, 10/28/2016 -

Deliverables - Midnight, Sunday, 10/30/2016 -

Monica - First Paddle & GDD Documents Created

Kahlia - Start, Win and Lose Screens (screenshots uploaded to drive)

Alexis - Sounds uploaded to drive

Milestone - Midnight, Wed, 11/02/2016 -

Each team member should upload their pixls animation and asteroid to the assets folder. If a team member has not submitted their work for previous milestones by this point, they will be let go from the team.

Deliverables - By Midnight, Saturday, 11/05/2016 -

Playable Game Levels due from all team Members. This includes paddle animation along with alternate asteroid in game.

Milestone - By Midnight, Mon 11/07/2016 -

If the individual level for a team member has not been submitted, then they are let go from the team.

Milestone - By Midnight, Wed 11/09/2016 -

Compilation playable. Team members given last minute changes / updates.

Deliverables - By Midnight, Sun 11/13/2016 -

Full Game and Individual Levels uploaded to itch.io.

Tutorial -

We are following the Udemy tutorial for Block Breaker.

Risk Analysis -

Comment [1]: Would it be alright if we moved the milestone from Wed., and Sat. behind one day? For example, from Wed. to Thurs.

Comment [2]: Just get through everything. Sat is the important day this week...

Comment [3]: Most important is to have everything you need by Sunday. Make sure to go through the videos.

Because Halloween falls in the first half of the project time-line there may be trouble meeting the first deadline, hence making the rest of the game rushed. If there is not enough time to complete the game to the fullness we would like, the following assets can be dropped -

- Individual Paddle Animations. We will use only one paddle.
- Star animation of the background image

Future Updates -

- Ideally, I think this game would work better if the graphics matched the idea a bit more closely. Circular asteroids for instance. However, due to the time allotted for the project, it makes more sense for the first version of the game to use square shaped asteroid blocks.

Contract

There will be some leniency to the first deadline, however, if the secondary deadline (**Milestone** - Game Assets - 11/02/2016) for the first set of deliverables is missed, OR the playable level deadline (**Milestone** - Playable Levels - 11/07/2016) is missed, THEN the team member will forfeit their position in the team and will have to complete the game on their own.

Please Digitally Sign by Typing your Name in your Favorite Color:

Monica

Alexis

Name