

Scripts

(flow chart to be updated later with naming conventions) Team members should add the first letter of their first name to any script, method, variable or scene unless otherwise specified.

LevelManager
PlayerController
EnemyController
Particles
ShipSelect
TextController

Prefabs

Each new prefab a team member creates should be added to the “Prefab” registry, so other team members can access it and implement it into their levels. This includes scenes, ships, and enemies.

We will have prefabs of...

- **Story Text:** This will be separate from levels, but will be dependant on levels. (**Monica & Dorian**)
- **Ships: (Dorian)** Ships can be reused in any level, team members should share their prefabs.
- **Sound:**
 - **Music Loop (Dorian)**
 - Disintegrate/ Explosion Sound (flashkit...?)
 - Laser Sound (flashkit...?)
- **Enemies: (Monica)** Enemies can be reused in any level, team members should share their prefabs.
- **Particles: (Boris)** Because particles can be used by any ship, they **MUST** be added to the Prefab registry and uploaded to the Drive.

Whenever you've finalized a prefab:

- share the Prefab Package in the Assets Folder,
- Add any new naming conventions to the naming registry
- Add any additional files, .EPS, AI, or stock images to the Joint Assets folder for sharing.

Graphic Requirements

We will use a mix of vectors and jpgs to create .PSDs for each of the ships, enemies and particles characters. One person will be assigned to generating the content for each of these graphics areas:

Backgrounds -

Chris M: (lead 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.

Dorian: (lead 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.)

Boris: (lead 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.

Monica: (lead level 4) the background for her level will be space with stars and the earth. Ideally, there would be destroyed ship debris floating in the background space. Asteroids are also a possibility. The sound will have a space like feel to it. Her script will make the space scene go to the win screen if the player manages to beat all the enemies.

Ships - (Dorian) Sprite sheet with 4 sprites, final version .PSD. Sprites named according to naming convention and prefab uploaded to drive.

Sound - (Dorian) Custom Space Loop

Enemies - (Monica) sprite sheet, final version .PSD. Sprites named according to naming convention and prefab uploaded to drive. I will make at least 5 different ones, but will aim for 7 and at least one boss creature.

Particles - (Boris) sprite sheet, final version .PSD. Sprites named according to naming convention and prefab uploaded to drive. There should be at least 4 different laser particles, single laser, spray laser, beam, ect. Be creative, but take a look at the Raiden game for inspiration. We could also use a couple of explosion sprites based on the approved Enemy palette.

In addition to your Prefab packages in personal Level Folders, Include PSDs and editable .EPS files in the joint assets folder.

All **illustrator** files should be saved in the following way:

- Outline Stroke
- Outline Text

- EPS
- Individual Enemies / Ships confined to their own layers.
- Layers should not overlap

All **photoshop** files should be :

- PSD for unity
- 72 DPI
- Assets should not overlap

Tip for editing sprite sheets:

Make your PSD much larger than you need to... that way when you open it to add items into it later, you won't need to re-name or re-adjust the sprite boundaries on the sprites that you've already modified.

Background Playspace :

Basic = 800 x 600px
Maximum X = 800 px (constrained horizontally)
Min Y = 0
Max Y = * (Infinite)

Background for Start:
UI / Button Interface : Monica
Background for Level 1:
Background for Level 2:
Background for Level 3:
Background for Level 4:
End / Lose Screen : Dorian

Color Palettes : (Swatches in Progress)

Ships:
Enemies:
Level 1:
Level 2:
Level 3:
Level 4:

Screen Mockups

In progress, to update later. (Please add your screenshots here as they are ready)

Story

In progress, to update later. (Dorian)