

# Management for “Knock It Off”

## Roles

Per: Tools Master, Lead Scripter. Main gameplay scripting.

Joel: Scripter. Menu system, “rat master”, implementer.

Nora: Project owner, Lead Designer. Gameplay design, testing and management.

Laura: Lead Art Director. Character (Mascot) design, modelling, texturing and animations.

Jonas H: Environment art, modelling, texturing and level arting.

Kalle: Effects, modelling and texturing.

Johannes: Asset/props modelling and texturing.

Karin: Logo, emojis, story/moodboard and concept.

Jonas S: Menu icons and background, tutorial gifs, story/moodboard and concept.

Anton: Ingredient/hazard icons, HUD background, wall decals and mural design, concept.

## Project method, meetings and scheduling

We have decided to use our own version of an agile development method and focus on scrum. **We will have one morning meeting every day at 10:00**, where we tell each other what we did yesterday, what we will be doing today and if we're facing any challenges/difficulties. This meeting will be max 30 min long. We will also have **one weekly meeting every Tuesday at 10:00**, where we will playtest, make sure we've reached our milestones for this week, go through our milestones for the next week and talk about how our game is evolving.

We have decided on a schedule of **10:00 - 16:30 in school**, with some room for exception to leave later when needed. If someone has a personal issue they will of course be able to adjust a day scheduling, but we will then need to tell our teammates about this.

## Milestones (these will be added to KanBan at the beginning of each week by Nora)

### Milestone Friday week 0 (week 2 of pre-prod)

- Pitch + presentation w/ concept art and storyboard
- GDD w/ complete asset and feature list
- Filled KanBan

### Milestone Friday week 1

- Working prototype w/ core mechanics
  - Interaction, grabbing, picking up and throwing objects.
  - Physics and collision for objects
  - Level structure (song flow and dramatic curve)
  - Score/grade system
  - Hazardous object
  - Loose condition

- Grey box level
  - Temporary grey box to see scale for final level
- Defined artstyle
  - World War Toons
  - Low poly, stylized
  - Pastel-ish environment colours, stronger target colours.
  - Cutesy anime styled icons for monitor
- Start implementing assets
  - Props: Foods, Hazards, Balls and Ball-Gun
  - Environment: Cooking Pot, Conveyor Belt, Podium, TV-Monitor, Walls, Floors
  - 3D Mascot Character Mesh
  - Confetti/Firework particle effects tested separately

### Milestone Friday week 2

- Most important assets implemented
  - All basic props and environment assets implemented with textures
  - 3D mascot mesh rigged and run animation completed
  - Particle effects implemented and tested simultaneously
- Begin arting level
  - Replace greybox with final assets and start lighting level properly
  - Scripts for rhythmic lights, particle effects spawners and other dynamic level elements
- Menu system implemented and working mechanically
  - You can start the level, pause the game and exit the game through the in-game menu
- HUD system implemented and working mechanically
  - Showing current ingredient and hazards
  - Showing grade review at end of song
  - Showing reaction icons at right/wrong ingredient hit
- Start implementing and scripting SFX
  - Most vital sound effects, such as gun firing sound, hit sounds and audio feedback for gameplay events implemented.
- AI mascot implemented and working as intended
  - Spawning, movement and death

### Milestone Friday week 3

- Feature freeze = All mechanics and game systems implemented and working as intended. This includes all HUD/UI, controls, events, interactions and AI.
- All graphical and audio assets implemented
- Level art and design finished
- Full game built and playtested.

### Milestone Friday week 4

- Gameplay recorded for trailer.
  - 20 sec trailer is needed. In this, we have to show key features, meaning that we should include when a right/wrong ingredient falls in, when a hazard falls in, and every weapon in the game.
- All polish and fluff done
  - Extra fix-up on graphics, rhythmic visual feedback, audio feedback etc done. Controls, UI/HUD and score system balanced and polished to perfection!
- Trailer, presentation and final build ready
  
- FINISHED PRODUCT!

## **Naming Convention**

BP\_ = Blueprints

Mat\_ = Materials

T\_ = Textures

SM\_ = Static meshes

FX\_ = Particle (visual) effects

SFX\_ = Sound effects

GM\_ = Game modes

DM\_ = Destructible meshes

UI\_ = Menus, interfaces

Level\_ = Levels

SK\_ = Skeletal Mesh

## **Folders**

Blueprints -

SFX

FX

Materials

Textures

UI

Meshes

Gameplay

Levels

VirtualReality

VirtualRealityBP