Team 15 - Initial Project Proposal

Team Members - Benjamin Wyss (2898025), Alex King (2207951), Jon Volden (2942501), Tsung Yu Ho (2911531), Jeff Kissick (2414018)

Project Name:

- Dygg

Project Synopsis:

- 2-D side-scrolling mobile game featuring procedurally generated worlds, resource management, role-playing elements and exploration, built on the Unity Engine.

Project Description:

- This project was chosen because the members of our team would like to gain experience in both game and mobile application development. The end result will be a 2-D side-scrolling game available for download on google play store and app store. The project aims to both entertain users and fill a void within the mobile game industry. We see many games churned out for iOS and Android but very few that are truly free to play and not pay to win. More often than not we see mobile games that appear free on the surface but actually require regular microtransactions, a subscription, or an upfront charge to achieve the full experience. We also wish to make this type of game for mobile devices specifically because it fits best on a mobile device as opposed to a personal computer or console system. Additionally, the genre we have chosen remains largely undeveloped on mobile platforms. We believe that Dygg will be a simple, but fun game to fill this void.

Project Milestones

- Fall Semester 2019
    - Initialize project repository. (1 - 3 days)
    - Implement base project code, including functionality for character movement and digging within a fixed map. (1 - 2 weeks)
    - Implement minimal version of game with digging mechanic flushed out and inventory system working. (1 - 2 months)
    - Document project code (1 - 2 weeks)
- Spring Semester 2020
    - Add role-playing elements into the game. (3+ months)
        - Crafting system.
        - Environmental hazards. (hunger, heat, light, etc.)
        - Level-ups/skillpoint system.
        - Additional elements as time permits

- ○ Implement Boss system. (2 - 3 weeks)
- ○ Deploy application on Google Play Store and App Store (1 week)
- ○ Document deployment features (1 week)
- ○ Implement monetization system (1 - 2 weeks)

Project Budget

- Software - Editing software for graphics and audio ($100 - $200) required by the end of the Fall Semester

- Vendor - Apple App Store ($99/year), Google Play Store ($25 one-time) required by project deployment time.

- Special - Possibly hiring a game artist ($100 - $200) required by Spring Semester if we do decide to outsource art

Work Plan

- Alex King
  - ○ Designing graphical and audio elements for game
  - ○ Handling Unity scripting for gameplay elements
  - ○ Implementing Mobile Controls
  - ○ Testing application on Android platform
  - ○ Designing and Implementing role-playing elements
- Benjamin Wyss
  - ○ Implementing back-end code to handle game logic
  - ○ Designing and implementing item and inventory system
  - ○ Utilizing Unity Engine to connect back-end code to front-end design
  - ○ Testing application on Android platform
- Jon Volden
  - ○ Implementing game logic and design
  - ○ Handling Unity Scripting
  - ○ Testing application on Android platform
- Jeff Kissick
  - ○ Communicating deadlines
  - ○ Organizing group meetings
  - ○ Testing development, specifically on iOS
  - ○ Scripting in Unity
  - ○ Importing assets into Unity
  - ○ Adding role-playing elements and npc/dialogue elements
- Tsung Yu Ho
  - ○ Handling character movement
  - ○ Handling Unity Scripting
  - ○ Testing application on iOS platform

- Adding function to game objects