

Project Plan
For

The Grind

Version 1.3

August 16, 2006

One-Level-Gaming

Aaron Adams

gd04aaron@vfs.com

Scope

“The Grind” is a Third-Person perspective that takes place on a city street, where James T. Bottle Cap and Eric J. Pop Bottle were friends since they were sealed together, but one day a kid brought them at a local Store and split them apart. The kid drank the Pop and put the Bottle Cap back into his back pocket, then gets into his friend's car.

Later the kid throws out the Pop Bottle and then he reaches out and grabs the Bottle Cap and throws it out, James is going very fast as he hits the street and is able to keep his balance and grind his way down the street to get back to Eric.

“The Grind” is a grinding game, using the flash engine for this project will demonstrate all the skill and know-how that vfx has showed me and will be one of the main projects in my portfolio to date.

With the time limit and the amount of resources the scope of this will follow a strict schedule in which all game parts can be completed. The 2-D art and simple game mechanics make this a tricky but attainable goal to complete.

“The Grind” is designed to have one level, but three different difficulty levels, the gameplay will require lots of testing to make sure that all the effects on the bottle cap can be done, but the aspect of the game can be tricky but obtainable. The polish and art work can be easily done and the final polish will be all on the environment and bottle cap.

Project Objective

The goal of “The Grind” is to show all the skills, known-how and abilities to the audience, and prove that I am a hard, reliable worker to any team or company.

Project Organization

The project organization of “The Grind” will be to follow the schedule very closely as I am currently the only member in One-Level-Gaming and it is my responsibility to track and make sure that I am following all steps to complete this game. I am to track and meet all milestones and to make all final cuts if needed. I am also responsible for the industry presentation and to make sure the game is complete and up to the standards that I have set for my team.

Game Design

The game design is to show my work at the presentation and for me to learn more about flash action scripting. A huge focus on “The Grind” is to make the game as fun as possible and to bring the game up to its fullest potential in the allowed time.

Schedule and Deliverables

Planning		Phase	Set Due Date																				
✓ Characters and Features Doc Completed Detail Design Document that explains all the features and control in "The Grind."		Pre-Production	June 20, 2006																				
<table border="1"> <thead> <tr> <th>Doc</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>✓ "The Grind" Detail Design Document</td> <td>May 20, 2006</td> </tr> </tbody> </table>		Doc	Start Date	✓ "The Grind" Detail Design Document	May 20, 2006																		
Doc	Start Date																						
✓ "The Grind" Detail Design Document	May 20, 2006																						
Concept Art Completed ✓ Design for all the object work that will appear with in the game.		Pre-Production	June 14, 2006																				
<table border="1"> <thead> <tr> <th>Art</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>✓ Bottle Cap (Top)</td> <td>May 24, 2006</td> </tr> <tr> <td>Bottle Cap (Side)</td> <td>May 24, 2006</td> </tr> <tr> <td>City Street</td> <td>May 24, 2006</td> </tr> <tr> <td>Bird (Crow)</td> <td>May 25, 2006</td> </tr> <tr> <td>Beetle</td> <td>May 25, 2006</td> </tr> <tr> <td>Sewer Drain</td> <td>May 26, 2006</td> </tr> <tr> <td>Pothole</td> <td>May 26, 2006</td> </tr> <tr> <td>City</td> <td>May 27, 2006</td> </tr> <tr> <td>Pop Bottle</td> <td>May 27, 2006</td> </tr> </tbody> </table>		Art	Start Date	✓ Bottle Cap (Top)	May 24, 2006	Bottle Cap (Side)	May 24, 2006	City Street	May 24, 2006	Bird (Crow)	May 25, 2006	Beetle	May 25, 2006	Sewer Drain	May 26, 2006	Pothole	May 26, 2006	City	May 27, 2006	Pop Bottle	May 27, 2006		
Art	Start Date																						
✓ Bottle Cap (Top)	May 24, 2006																						
Bottle Cap (Side)	May 24, 2006																						
City Street	May 24, 2006																						
Bird (Crow)	May 25, 2006																						
Beetle	May 25, 2006																						
Sewer Drain	May 26, 2006																						
Pothole	May 26, 2006																						
City	May 27, 2006																						
Pop Bottle	May 27, 2006																						
Course Planning Completed ✓ Plan layout in which all obstacle will appear during the game.		Pre-Production	June 14, 2006																				
<table border="1"> <thead> <tr> <th>Obstacle</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Layout of all Obstacles and Objects</td> <td>May 31, 2006</td> </tr> </tbody> </table>		Obstacle	Start Date	Layout of all Obstacles and Objects	May 31, 2006																		
Obstacle	Start Date																						
Layout of all Obstacles and Objects	May 31, 2006																						
Level Design ✓ Design lay for what the level will look like.		Pre-Production	June 14, 2006																				
<table border="1"> <thead> <tr> <th>Level</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Street</td> <td>June 2, 2006</td> </tr> </tbody> </table>		Level	Start Date	Street	June 2, 2006																		
Level	Start Date																						
Street	June 2, 2006																						
Sprite Modeling ✓ All character that will appear with in the game.		Pre-Production	June 14, 2006																				
<table border="1"> <thead> <tr> <th>Sprites</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Bottle Cap (Top)</td> <td>June 9, 2006</td> </tr> <tr> <td>Bottle Cap (Side)</td> <td>June 10, 2006</td> </tr> <tr> <td>Bird (Crow)</td> <td>June 12, 2006</td> </tr> <tr> <td>Beetle</td> <td>June 13, 2006</td> </tr> <tr> <td>Sewer Drain</td> <td>June 14, 2006</td> </tr> <tr> <td>Pothole</td> <td>June 14, 2006</td> </tr> <tr> <td>Pop Bottle</td> <td>June 14, 2006</td> </tr> </tbody> </table>		Sprites	Start Date	Bottle Cap (Top)	June 9, 2006	Bottle Cap (Side)	June 10, 2006	Bird (Crow)	June 12, 2006	Beetle	June 13, 2006	Sewer Drain	June 14, 2006	Pothole	June 14, 2006	Pop Bottle	June 14, 2006						
Sprites	Start Date																						
Bottle Cap (Top)	June 9, 2006																						
Bottle Cap (Side)	June 10, 2006																						
Bird (Crow)	June 12, 2006																						
Beetle	June 13, 2006																						
Sewer Drain	June 14, 2006																						
Pothole	June 14, 2006																						
Pop Bottle	June 14, 2006																						
Sprite Control Complete ✓ The control and how fast that the bottle cap will move left and right.		Milestone One	July 14, 2006																				
<table border="1"> <thead> <tr> <th>Controls</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Bottle Cap Control</td> <td>July 10, 2006</td> </tr> </tbody> </table>		Controls	Start Date	Bottle Cap Control	July 10, 2006																		
Controls	Start Date																						
Bottle Cap Control	July 10, 2006																						
First Iteration of Sprites Character Complete ✓ The first pass of what all the sprites will look like.		Milestone One	July 14, 2006																				
<table border="1"> <thead> <tr> <th>Characters</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Iteration of Sprites</td> <td>July 6, 2006</td> </tr> </tbody> </table>		Characters	Start Date	Iteration of Sprites	July 6, 2006																		
Characters	Start Date																						
Iteration of Sprites	July 6, 2006																						

First Iteration of Course Complete ✓ The first pass of what the Level Course will look like. <table border="1"> <thead> <tr> <th>Course</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Iteration of Course</td> <td>July 8, 2006</td> </tr> </tbody> </table>	Course	Start Date	Iteration of Course	July 8, 2006	Milestone One	July 14, 2006
Course	Start Date					
Iteration of Course	July 8, 2006					
First Iteration of Sound Complete ✓ The first pass of what all the Sound effects will sound like. <table border="1"> <thead> <tr> <th>Sound</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Iteration of Sound</td> <td>July 30, 2006</td> </tr> </tbody> </table>	Sound	Start Date	Iteration of Sound	July 30, 2006	Milestone One	July 14, 2006
Sound	Start Date					
Iteration of Sound	July 30, 2006					
First Iteration of Music Complete ✓ The first pass of what the Music effects will sound like. <table border="1"> <thead> <tr> <th>Music</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Iteration of Music</td> <td>July 30, 2006</td> </tr> </tbody> </table>	Music	Start Date	Iteration of Music	July 30, 2006	Milestone One	July 14, 2006
Music	Start Date					
Iteration of Music	July 30, 2006					
Score Board Complete ✓ Design layout of the score board for the high scores. <table border="1"> <thead> <tr> <th>Score Board</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Score Board</td> <td>July 12, 2006</td> </tr> </tbody> </table>	Score Board	Start Date	Score Board	July 12, 2006	Milestone One	July 14, 2006
Score Board	Start Date					
Score Board	July 12, 2006					
Animation Complete ✓ The movement of all objects and the bottle cap. <table border="1"> <thead> <tr> <th>Animation</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Animation</td> <td>July 20, 2006</td> </tr> </tbody> </table>	Animation	Start Date	Animation	July 20, 2006	Milestone Two	August 4, 2006
Animation	Start Date					
Animation	July 20, 2006					
All Front End Complete ✓ All Screens that will appear will in the game are work and are in the game. <table border="1"> <thead> <tr> <th>Front End</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Front Ends</td> <td>July 22, 2006</td> </tr> </tbody> </table>	Front End	Start Date	Front Ends	July 22, 2006	Milestone Two	August 4, 2006
Front End	Start Date					
Front Ends	July 22, 2006					
Second Iteration of Sound Effects Complete ✓ The second pass of what all the Sound effects will sound like ✓ This was also another one of the other parts to Milestone two that had a little problem, but I will make it up. <table border="1"> <thead> <tr> <th>2nd Iteration of Sound</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Sound</td> <td>July 26, 2006</td> </tr> </tbody> </table>	2 nd Iteration of Sound	Start Date	Sound	July 26, 2006	Milestone Two	August 4, 2006
2 nd Iteration of Sound	Start Date					
Sound	July 26, 2006					
Second Iteration of Music Complete ➤ The second pass of what the Music effects will sound like. <table border="1"> <thead> <tr> <th>2nd Iteration of Music</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Music</td> <td>July 28, 2006</td> </tr> </tbody> </table>	2 nd Iteration of Music	Start Date	Music	July 28, 2006	Milestone Two	August 4, 2006
2 nd Iteration of Music	Start Date					
Music	July 28, 2006					
Object Hit Detection Complete ✓ The Bottle Cap will bounce off all objects that it hits. <table border="1"> <thead> <tr> <th>Object Hit Detection</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Object Hit</td> <td>July 30, 2006</td> </tr> </tbody> </table>	Object Hit Detection	Start Date	Object Hit	July 30, 2006	Milestone Two	August 4, 2006
Object Hit Detection	Start Date					
Object Hit	July 30, 2006					
Code Optimization <table border="1"> <thead> <tr> <th>Code Optimization</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Code Optimization</td> <td>August 1, 2006</td> </tr> </tbody> </table>	Code Optimization	Start Date	Code Optimization	August 1, 2006	Milestone Two	August 4, 2006
Code Optimization	Start Date					
Code Optimization	August 1, 2006					

Game Size and require to a Cell Phone ✓ The game size and require fit what the Cell Phone can handle and so that it has no slow downs.		Alpha	August 16, 2006				
<table border="1"> <thead> <tr> <th>Game Size</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Cell Phone Game Size</td> <td>August 6, 2006</td> </tr> </tbody> </table>		Game Size	Start Date	Cell Phone Game Size	August 6, 2006		
Game Size	Start Date						
Cell Phone Game Size	August 6, 2006						
All Features Complete ✓ All Features listed in the Design Doc and have no slow down on the gameplay.		Alpha	August 16, 2006				
<table border="1"> <thead> <tr> <th>Features</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Features</td> <td>August 8, 2006</td> </tr> </tbody> </table>		Features	Start Date	Features	August 8, 2006		
Features	Start Date						
Features	August 8, 2006						
First Check of Game Bug Fixing ✓ First look around of Bugs and Crashes.		Alpha	August 16, 2006				
<table border="1"> <thead> <tr> <th>Game Bugs</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Bugs</td> <td>August 10, 2006</td> </tr> </tbody> </table>		Game Bugs	Start Date	Bugs	August 10, 2006		
Game Bugs	Start Date						
Bugs	August 10, 2006						
All Texturing Complete ✓ All texture is in the game and is working and have no in game slow down.		Alpha	August 16, 2006				
<table border="1"> <thead> <tr> <th>Texture</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Texture</td> <td>August 13, 2006</td> </tr> </tbody> </table>		Texture	Start Date	Texture	August 13, 2006		
Texture	Start Date						
Texture	August 13, 2006						
Sound Effects Complete ✓ All Sound effects are in the game and are working and have no in game slow down.		Alpha	August 16, 2006				
<table border="1"> <thead> <tr> <th>Sound Effects</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Sound</td> <td>August 14, 2006</td> </tr> </tbody> </table>		Sound Effects	Start Date	Sound	August 14, 2006		
Sound Effects	Start Date						
Sound	August 14, 2006						
Music Complete ✓ All Music is in the game and is working and have no in game slow down		Alpha	August 16, 2006				
<table border="1"> <thead> <tr> <th>Music</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Music Effects</td> <td>August 15, 2006</td> </tr> </tbody> </table>		Music	Start Date	Music Effects	August 15, 2006		
Music	Start Date						
Music Effects	August 15, 2006						
First Round of QA Testing ✓ To see what people think of the game and to see if its fun.		Alpha	August 16, 2006				
<table border="1"> <thead> <tr> <th>1st QA</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>QA</td> <td>August 15, 2006</td> </tr> </tbody> </table>		1 st QA	Start Date	QA	August 15, 2006		
1 st QA	Start Date						
QA	August 15, 2006						
Second Round of QA Testing ✓ To see what people think of the game and to see if its fun.		Beta	September 8, 2006				
<table border="1"> <thead> <tr> <th>2nd QA</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>QA</td> <td>August 16, 2006</td> </tr> </tbody> </table>		2 nd QA	Start Date	QA	August 16, 2006		
2 nd QA	Start Date						
QA	August 16, 2006						
Final Art Polish ✓ All art is up to the level that I have set for myself.		Beta	September 8, 2006				
<table border="1"> <thead> <tr> <th>Art Polish</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>Art</td> <td>August 17, 2006</td> </tr> </tbody> </table>		Art Polish	Start Date	Art	August 17, 2006		
Art Polish	Start Date						
Art	August 17, 2006						
Final Art Polish ✓ Final Round to test the game and see if there are any bugs.		Final	September 8, 2006				
<table border="1"> <thead> <tr> <th>Final QA</th> <th>Start Date</th> </tr> </thead> <tbody> <tr> <td>QA</td> <td>September 4, 2006</td> </tr> </tbody> </table>		Final QA	Start Date	QA	September 4, 2006		
Final QA	Start Date						
QA	September 4, 2006						

✓ GAME COMPLETED	Final	September 22, 2006
✓ Industry Presentation	Presentation	September 27, 2006

The final deliverable deadline for the project has been defined by the Game Design program delivery dates and the Industry Presentation dates.

For the “Game Complete” has been defined by the individual and consists of the following elements:

- Absolutely **NO** in game bug crashes.
- No more than 8% of discovered bugs remaining.
 - Critical Bugs – These bug crash the game, frame-rate issues.
 - Normal Bugs- Texture problems, animation flickering.
 - Low Bugs- Spelling mistakes.
- Must be FULLY playable, with all mechanics working properly and can be demonstrated in the game.
 - Can play the game will no crash or frame-rates issues.
 - Controls are responsive and allow the player to move in the correct direction.
- All Art is polished.

Production Phase will take place during the last half of Term 4, through Term 5, with the first half of Term 6 dedicated to implementing the polishing the game, bug fixing, balancing, testing and preparing for the Industry Presentation.

For all Cutables are will in the schedule and will be define if they can be implemented into the game with in the set dates.

Risk Management

The tight time limit is the biggest worry wart on The Grind and the other mostly likely risks that can be identified by me are:

- **Scripting**
 - “The Grind” requires a lot of scripting and that is the one area that I am very weak at and the amount of scripting well require more time then I would like.
 - ✓ One of the ways to help with this risk is to email **Jacob Tra** in advance and get him to explain how I can script this.
 - ✓ If that doesn’t work I can schedule sometime with Varun and he can help in between he project and mine.
 - ✓ If both of those fail then I can just cut everything that requires scripting.

➤ **Burnout**

- Lots of work and planning to get “The Grind” to work correctly. A burnout is a very high risk.
 - ✓ Schedule time off two to four days.
 - ✓ If I am still tired then next time I will schedule more time off.

Change Control

Once the design doc is completed and the game mechanics are working correctly and the game is fun, then will be more that will be add, but for the time being the concept and design are not to be changed as soon as production begins.

Project Cost

There is currently no cost in the core development of “The Grind.” All the software, tools and licenses are provided by VFS. If “The Grind” is to be package and distribute for the final deliverables will be paid by me.

Tools and Technology

This is a list of the tools that I will be using during the project.

- **Macromedia flash 8**- The engine and coding software used for the project.
- **Adobe Photoshop CS2**- To create the graphics which can not be made in flash.
- **Acid**- Main music making software.
- **ProTools LE**- Used for creating all of the sound effects.
- **Microsoft Office**- Using MS Word to create the documents. Using MS Project to create the project Schedule.

Project Documentation

In addition to the Project Plan, I will be creating other documentation outlines to be used with the project.

- **Concept document**- This is the High concept for “The Grind” it outlines the Feature list and risk assessment as well as the high concept.
- **Game Design Document**-This document will highlight all the aspects of “The Grind” from the feature list, User interface document as well as Art assets.
- **Technical Design Document**- This document will outline all coding naming conventions.
- **Project Management Schedule**- This document will be the schedule on which “The Grind” will follow through production.
- **Audio Asset List**- this document will contain all audio aspects of “The Grind” and be contained in the Game design Document.