

Evocative Game Name: Space Golfing

Description: No Man's Sky meets Desert Golfing

Team Name: Casual Effects

Team Members (and Areas of Responsibility):

Lead

Support [Optional]

Abel (Design, Graphics)

Beth (Programming, etc.)

Cass (Manager, Audio, Programming)

(_____)

Primary Mechanic Elements (check as few as possible):

- | | | |
|---|--|---|
| <input type="checkbox"/> Statistical Combat | <input type="checkbox"/> Real-Time | <input type="checkbox"/> Drafting |
| <input type="checkbox"/> Tech Tree | <input type="checkbox"/> Cooperation | <input type="checkbox"/> Resource Management |
| <input checked="" type="checkbox"/> Platforming | <input type="checkbox"/> Bidding | <input checked="" type="checkbox"/> Aiming / Timing |
| <input type="checkbox"/> Hidden Information | <input type="checkbox"/> Deck Management | <input type="checkbox"/> Worker Placement |
| <input type="checkbox"/> Tile Placement | <input type="checkbox"/> Spatial Tactics | <input type="checkbox"/> RPG |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |

Fiction/Setting:

Little Prince Outer Space (meets _____)

Some inspiring elements of that fiction are:

Tiny Planets _____ Shooting Stars _____

Comets _____ Asteroids _____

Milestones for reaching a playable prototype by noon Thursday:

Tuesday 4pm 1 circle planet + disk ball w/ gravity

Tuesday 10pm Press key to shoot crate

Wednesday noon Random heightfield planet

Wednesday 4pm Touch-drag to shoot

Wednesday 10pm Detect ball in hole

Thursday 10am Rotate so that "up" is against gravity

Thursday 12pm Playable prototype

Our Team's Priority Ranking (1 = most important, 6 = least important):

- 3 Maximizing our grade
- 4 Enjoying making the game
- 2 Sustainable development process
- 5 Learning or improving skills
- 6 Creating a commercially-viable game
- 1 Creating an artistically valuable game

Milestones (You'll create a full schedule in your first week)

Pre-Production

Tue Apr 28, 10am: This proposal complete

Thu Apr 30, 12pm: Playable prototype

Production

Thu Apr 30, 3pm: 2nd planet, GDD outline, 1st playtest

Sat May 2, 3pm: Full "tutorial" level, GDD mechanics section

Sun May 3, 10pm: Different planet materials, 2nd playtest

Tue May 5, 4pm: Different generation algorithms; full GDD

Wed May 6, 10 pm: Game feature-complete

Post-Production

Thu May 7, 3pm: Title screen, win/lose animations;
GDD at writing center

Sat May 7, 3pm: Smooth camera transitions;
Got feedback on presentation from prof or TA

Sun May 10, 10 pm: Game development complete

Presentation

Mon May 12, 10pm: Full presentation slides draft

Tue May 12, 10pm: 5x presentation rehearsals in lecture room

Wed May 13, 10pm: All work complete