
Celestial Clash

Team EDS

Project Charter

Project Manager: Arthur J. Mortega

Date: 6/10/2008

Version: 1.0

Version History

ID	Changes	Date Created	Author
1	New	6/10/2008	Arthur J. Mortega

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Background

Celestial Clash is a project being developed for GAM 394-395 senior capstone class. The class is a culmination of all the work previously done throughout our Computer Game Development major to finally come together and develop a fully playable 3D game. The course is two quarters long, starting in the winter quarter. During this time, three teams are divided up to create three unique game projects. Team EDS is one of those teams, working on Celestial Clash.

Project Objectives

Create a fun and playable game by the end of 20 weeks.

Need and Benefits

The purpose of this project is to demonstrate the teams skills and abilities in developing a game from start to finish within two school quarters. The end benefit is to have a workable game added to our portfolios, and experience working on a game project with a team.

Project Scope

Flexibility Matrix

	Most Flexible	Moderately Flexible	Least Flexible
Scope		Milestones semi flexible. Project must be completed by 6-12	
Schedule			At 20 weeks tops
Cost	Should not surpass \$375,000		

Deliverables and Target Schedule

Deliverable Description	Target Due Date
Milestone 1 – Prototyping	02 – 06 - 08
Milestone 2 – Core Mechanics	02 – 20 - 08
Milestone 3 – First playable Demo	03 – 12 - 08
Milestone 4 – Gameplay	04 – 24 - 08
Milestone 5 – Tune and Test	05 – 22 - 08
Milestone 6 – Final Demo	06 – 13 - 08

Success Criteria

Our goal is to complete this game within 20 weeks for under \$375,000. Meeting each milestone and sending weekly status reports to our Project Sponsor; ensures project success. Our end goal is to create a fun and entertaining game that gamers will enjoy playing.

High to Medium risk may be averted by following our criteria of success.

Initial Risks

ID	Type ¹	Description
01	R	The JoeCo engine may have bugs/glitches during development
02	R	Features and Requirements are missing halfway through development
03	R	Project misses milestone deadlines
04	R	Lack of music license contract set backs
05	R	An incomplete game will be delivered by end date
06	R	Loss of data from server
07	R	Features/Requirements are being added without team consent or are being dropped
08	R	Member of team leaves during development
09	R	Project Sponsor requests further development pushing back the schedule
10	R	Game is not up to par with the team's standards

Impact Probability Matrix

		08
07	01, 02, 09	10
04, 05,	03, 06	

Team and Communication

Stakeholders, Roles, and Responsibilities

Stakeholder	Role	Impact ²	Influence ³	Responsibilities
Matt Booty	Project Sponsor	3	5	Check off Milestones
Joe Linhoff	JoeCo Engine Developer	4	5	Ensure JoeCo Engine is Up and Running
Arthur J. Mortega	Project Manager	3	4	Ensure Project is on task and also sound director
Chris Ingebrigtsen	Lead Programmer	5	5	All major programming duties
Jay Pecho	Programmer	5	4	All major programming duties
Nader Irsheid	Pipeline Programmer		3	Develops, tools, and brings content into game
Andre	Animator	5	2	All art, graphics,

¹ A: assumption; C: constraint

² 5: high; 4: medium-high; 3: medium; 2: low-medium; 1: low

³ 5: high; 4: medium-high; 3: medium; 2: low-medium; 1: low

Project Charter

Williams			and animations
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Project Organization Structure

Role	Resources Needed (Type or Name)
Steering committee	Joe Linhoff
Core team	AJ, Chris, Jay, Nader, Andre
Extended team	Outside Contractors TBA

Initial Communication Plan

Communication	Description	Frequency	Format	Recipients
Team Meeting	Team meeting to discuss development status/issues	Twice a week every Tues. & Thurs. At 3pm	In person group meeting	All developers meet.
Status Report	An update of our weekly development activities.	Once a week every Friday by 5pm.	E-mail document	Project Sponsor and Dev Team

Project Authority

Title	Resources Needed (Names)
Sponsor:	Matt Booty
Project manager:	Arthur J. Mortega
Steering committee:	Joe Linhoff
Change control board:	Arthur J. Mortega

Signatures

Signature of sponsor

Printed name of sponsor

Date

Signature of project manager

Printed name of project manager

Date

Celestial Clash

Team EDS

Requirements

Author: Arthur J. Mortega

Date: 6/11/2008

Version: 1.0

Version History

ID	Changes	Date Created	Author
03	Third Draft	6/11/2008	Arthur J. Mortega

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Project Description

Celestial Clash is a fantasy flight arcade shooter with elements of Star Fox 64 dog fighting and Diddy Kong Racing's uncanny weapon power-ups; where players are pitted in a head to head competition.

Project Scope

- Budget is \$375,000
- Timeframe is Six months, about 20 weeks
- Team of Five developers

Requirements

- 1 Specific Requirements
- 1.2 Functional Requirements
 - 1.2.1 Core System
 - 1.2.1.1 Title Splash Screen
 - 1.2.1.2 Game Mode Select Screen
 - 1.2.1.3 Character Select Screen
 - 1.2.1.4 Game Over Splash Screen
 - 1.2.2 Game Modes
 - 1.2.2.1 Single Player Free Flight
 - 1.2.2.2 One versus One Death match
 - 1.2.3 Gameplay
 - 1.2.3.1 Flight Mechanic
 - 1.2.3.2 Attack system
 - 1.2.3.3 Special Attack
 - 1.2.3.4 Three Ammo Limit
 - 1.2.3.5 Ammo Recharge Ring
 - 1.2.3.6 Speed Boost/Air Brake Mechanic
 - 1.2.3.7 Targeting Assistance System
 - 1.2.4 Graphics
 - 1.2.4.1 Characters
 - 1.2.4.1.1 Fire Dragon Model
 - 1.2.4.1.2 Fire Dragon Animation
 - 1.2.4.1.3 Water Stingray Model
 - 1.2.4.1.4 Water Stingray Animation
 - 1.2.4.1.5 Earth Golem Model
 - 1.2.4.1.6 Earth Golem Animation
 - 1.2.4.1.7 Air Griffin Model
 - 1.2.4.1.8 Air Griffin Animation
 - 1.2.4.2 HUD Art
 - 1.2.4.3 Level Design
 - 1.2.4.4 Terrain Design
- 1.3 Usability
 - 1.3.1 Movement Control
 - 1.3.1.1 Keyboard Input
 - 1.3.1.2 Gamepad/Joystick Input
 - 1.3.2 HUD System
 - 1.3.2.1 Health Display
 - 1.3.2.2 Ammo Display
 - 1.3.2.3 Radar Display
 - 1.3.2.4 Boost Meter Display
 - 1.3.2.5 Targeting Reticle

- 1.4 Sound
 - 1.4.1 Music
 - 1.4.1.1 Licensed Music
 - 1.4.2 Sound Effects
 - 1.4.2.1 System Sounds
 - 1.4.2.1.1 Select/Deselect
 - 1.4.2.1.2 Warning Alarm
 - 1.4.2.2 Character Sounds
 - 1.4.2.2.1 Dragon Damage
 - 1.4.2.2.2 Dragon Weapon Shot
 - 1.4.2.2.3 Stingray Damage
 - 1.4.2.2.4 Stingray Weapon Shot
 - 1.4.2.2.5 Earth Golem Damage
 - 1.4.2.2.6 Earth Golem Weapon Shot
 - 1.4.2.2.7 Air Griffin Damage
 - 1.4.2.2.8 Air Griffin Weapon Shot
- 1.5 Technology
 - 1.5.1 Split Screen System
 - 1.5.2 Particle System
 - 1.5.3 Shadow System
 - 1.5.4 Collisions System
 - 1.5.5 MP3 Support System
 - 1.5.6 Camera System
- 2 Non-Functional Requirements
 - 2.2 Testing
 - 2.2.1 Core System Test
 - 2.2.1.1 Startup Screen
 - 2.2.1.2 Character Select Screen
 - 2.2.2 Gameplay Testing
 - 2.2.2.1 Level testing
 - 2.2.2.2 Flight Testing
 - 2.2.2.3 Weapon Testing
 - 2.2.2.4 Battle Test
 - 2.2.2.5 Ammo Recharge Testing
 - 2.2.2.6 Speed Boost/Air Break Testing
 - 2.2.3 Graphics Testing
 - 2.2.3.1 Test Character Models
 - 2.2.3.2 Test Character Animations
 - 2.2.3.3 Test HUD display graphics
 - 2.2.4 Usability Testing
 - 2.2.4.1 Gamepad Controller Test
 - 2.2.4.2 Auto targeting Assist Testing
 - 2.2.4.3 Radar Test
 - 2.2.5 Sound Testing
 - 2.2.5.1 Music Test
 - 2.2.5.2 Character SFX Test
 - 2.2.5.3 Game Sound Test
 - 2.3 System Performance
 - 2.3.1 Minimum System Requirements Check
 - 2.3.2 Testing
 - 2.3.2.1 Frame Rate Check

Signatures

Signature of sponsor

Printed name of sponsor

Date

Signature of project manager

Printed name of project manager

Date



Project Status Report

Project Name: Celestial Clash

Prepared By: Arthur J. Mortega

Project Overview:

For our in class demo yesterday we were able to make some significant updates.

- Terrain has been successfully implemented
 - Terrain displays correctly in both view screens
- Split screen fixes
 - HUD displays correctly in both
 - Targeting displays
 - Close Engagement Combat display

Team Update:

What we have been working on since Friday

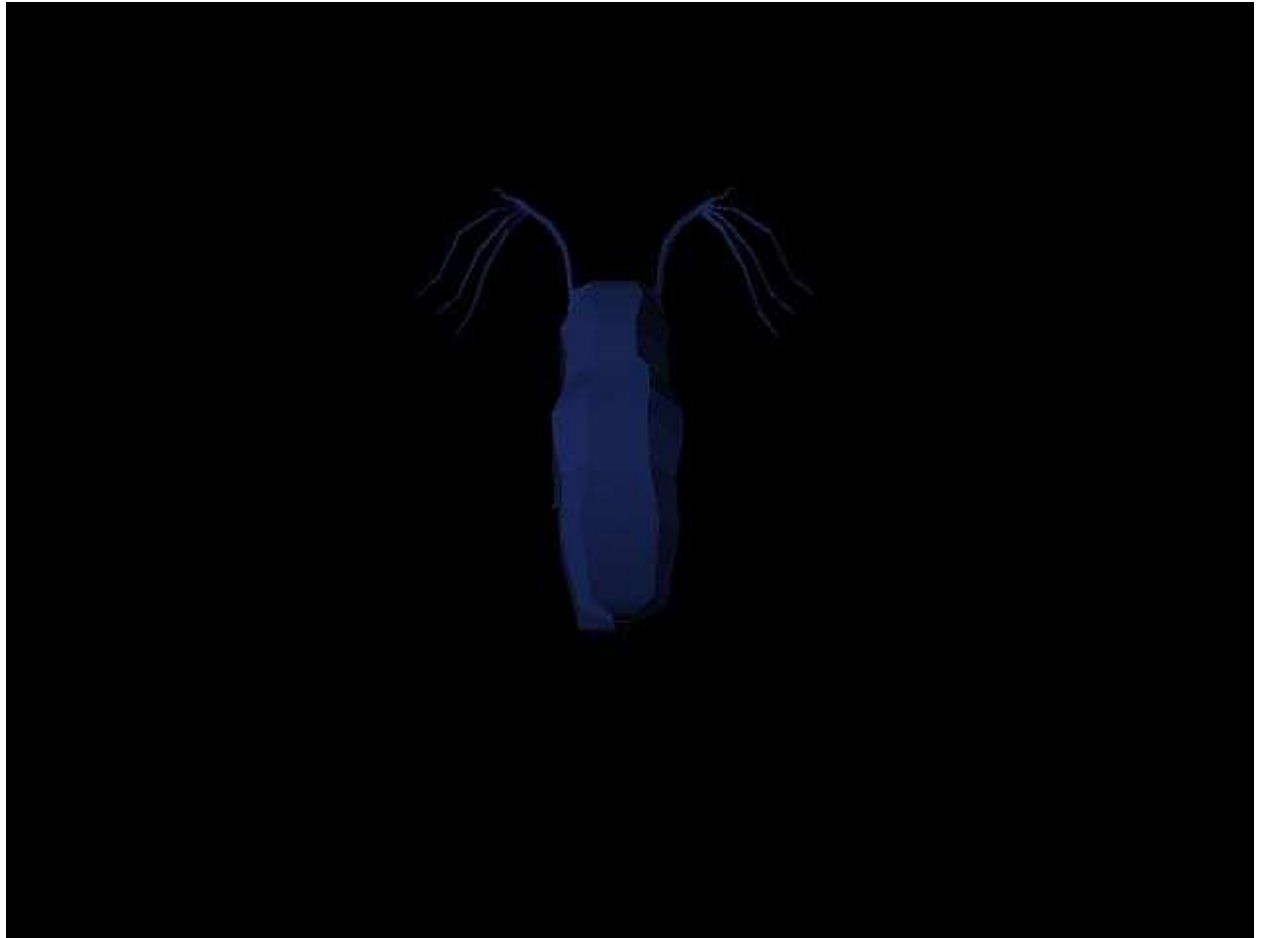
- Jay
 - Fog effects
 - Second player implementation
- Chris
 - Collisions
 - Re-fracturing code
- Nader
 - Tweak Skybox
 - Tweaking Terrain
 - Successfully Imported Environment
- Andre
 - Second Character model
 - Animating Second Character model
 - Building environment
- Arthur
 - Updating design doc

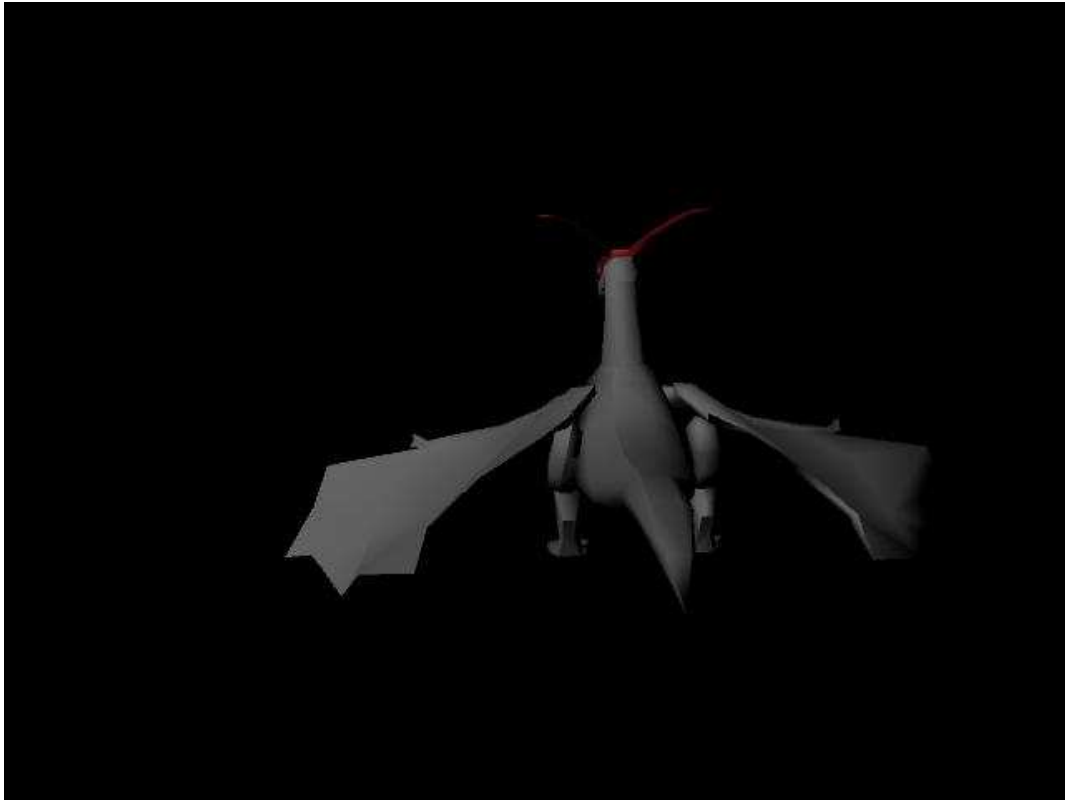
- Ensuring tasks are up to date with milestones

Image Samples:

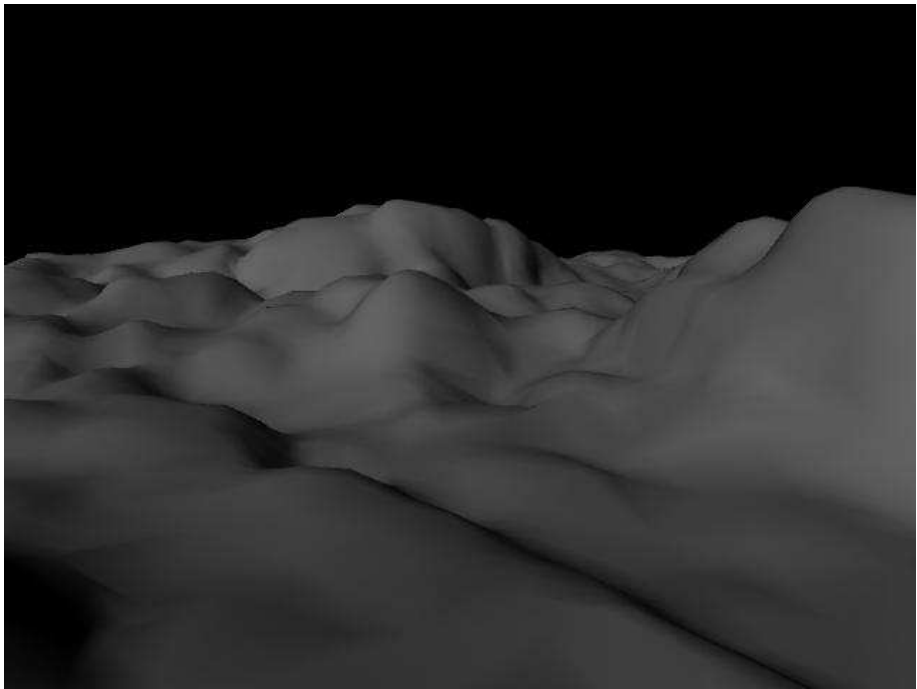
Here are a few image samples for our dragons and terrain.

Dragon Skin





Re-working dragon model



Working terrain

Objectives for Next Project Status Review

Our core mechanics should be complete by our next status report. Our second milestone is due Wednesday Feb. 20th.

Related Project Information

- Working Combat demo
- Second Dragon model completed
- Stage/Level prototype
- Milestone 2 Invoice to be submitted by Friday Feb. 22



Team EDS*Think Positive with EDS*243 S. Wabash Ave, Chicago, IL 60604
Phone 312.362.8381**INVOICE**INVOICE #1
DATE: 2/7/2008**TO:**Sr. VP Matthew V. Booty
Midway Amusement Games, LLC.
2727 West Roscoe Street
Chicago, IL 60618
773.961.2222**FOR:**Project Celestial Clash Milestone Completion One.
Design, Programming, Art, Animation, and Sound
implemented to accomplish Milestone One.
P.O. # [A24]

DESCRIPTION	HOURS	RATE	AMOUNT
Week 1: Jan 16 -22			
DESIGN			
Reorganizing Design Document	10	\$31.60	\$316.00
Fine tuning Game Mechanic Descriptions	6	\$31.60	\$189.60
PROGRAMMING			
Game system creation	5	\$31.60	\$158.00
Prototype level framework	7	\$31.60	\$221.20
Research Flying/Movement Mechanic	5	\$31.60	\$158.00
Implement Flying/Movement Mechanic	7	\$31.60	\$221.20
Targa Loading Code	5	\$31.60	\$158.00
User Input (Joystick) started	6	\$31.60	\$189.60
ART			
Test Model created	5	\$31.60	\$158.00
First Pass at Dragon Model	7	\$31.60	\$221.20
First Pass at Second Dragon Model	6	\$31.60	\$189.60
SOUND			
Researching sound samples	5	\$31.60	\$158.00
Creating sample Sound FXs	7	\$31.60	\$221.20
MANAGEMENT			
Organizing team meetings	5	\$31.60	\$158.00
Reviewing Tasks	6	\$31.60	\$189.60
Organizing schedule	8	\$31.60	\$252.80
	TOTAL HORS	100	
		TOTAL	\$3,160.00

DESCRIPTION	HOURS	RATE	AMOUNT
Week 2: Jan 23 -29			
PROGRAMMING			
Research Split Screen Camera Prototype	8	\$31.60	\$252.80
First Pass at Split Screen Camera	8	\$31.60	\$252.80
CCC Mechanic started	6	\$31.60	\$189.60
Collisions started	7	\$31.60	\$221.20
User Input (Joystick) Continued	5	\$31.60	\$158.00
Pipeline streamlined	5	\$31.60	\$158.00
Projectiles Implemented	8	\$31.60	\$252.80
ART			
Test Model Rigged	6	\$31.60	\$189.60
First Pass at Animating Dragon Model	6	\$31.60	\$189.60
Fixing Model for gameplay	5	\$31.60	\$158.00
First Pass at Second Dragon Model	7	\$31.60	\$221.20
First Pass at Importing Animation	6	\$31.60	\$189.60
Displaying Dragon	5	\$31.60	\$158.00
SOUND			
Importing Sound FXs	5	\$31.60	\$158.00
Working on theme music samples	10	\$31.60	\$221.20
MANAGEMENT			
Organizing team meetings	5	\$31.60	\$158.00
Reviewing Tasks	6	\$31.60	\$189.60
Organizing schedule	8	\$31.60	\$252.80
TOTAL HOURS	116		

TOTAL	\$3,570.80
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DESCRIPTION	HOURS	RATE	AMOUNT
Week 3: Jan 30 –Feb 5			
DESIGN			
Update Design Doc	5	\$31.60	\$158.00
PROGRAMMING			
First Pass at Context System Draw List	5	\$31.60	\$158.00
Second Pass at Split Screen Camera	7	\$31.60	\$221.20
Second Player Input (joystick) Started	5	\$31.60	\$158.00
Collisions updated and working	8	\$31.60	\$252.80
Flying/Movement mechanic updated	7	\$31.60	\$221.20
User Input (Keyboard) started	5	\$31.60	\$158.00
MP3 Sound Code Implemented	8	\$31.60	\$252.80
ART			
First Pass at Environment	5	\$31.60	\$158.00
Retouching Models	7	\$31.60	\$221.20
First Pass at Second Dragon Model	6	\$31.60	\$189.60
First Pass at SkyBox	10	\$31.60	\$316.00
First Pass at Importing Textures	7	\$31.60	\$221.20
SOUND			
Added MP3 music test samples	5	\$31.60	\$158.00
Added sample Sound FXs	7	\$31.60	\$221.20
MANAGEMENT			
Organizing team meetings	5	\$31.60	\$158.00
Reviewing Tasks	6	\$31.60	\$189.60
Organizing schedule	8	\$31.60	\$252.80
Reworked Budget	10	\$31.60	\$316.00
Completed Invoice	8	\$31.60	\$252.80
Prepared team for Midway Meeting	8	\$31.60	\$252.80
TOTAL HOURS	142		
TOTAL			\$4,487.20
TOTAL MILESTONE COST			\$11,218.00

Make all checks payable to Team EDS
Total due in 15 days. Overdue accounts subject to a service charge of 1% per month.

THANK YOU FOR YOUR BUSINESS!

