Just Space Things

Piano Virus

Project Overview

The Team

Jack McLoughlin – Project Manager

Tristian Coghlan – Level Designer

Marco Diaz Garcia – Lead Programmer

Julian Esposito – Audio Designer

Vincent Marbaniang – Lead Artist

Elora VanderWal – Narrative Designer

The Game

PLAY AS AN INFLUENCER IN SPACE FOLLOWING ONLINE TRENDS

MAXIMIZE YOUR ENGAGEMENT AND KEEP AN EYE ON RISING AND FALLING TRENDS

Organization

Production Tools

DISCORD: ONLINE COMMUNICATION

ONEDRIVE: FILE STORAGE
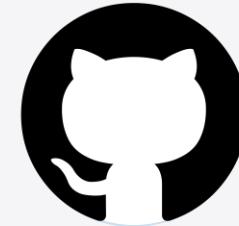
GITHUB: PROJECT BACKUP AND SHARING


GODOT: GAME ENGINE

MIRO: BRAINSTORMING

BLOCKBENCH: MODELING

Our Flow

Meetings at least once a week

Weekly sprints to define focus areas

Schedule

Main Points

- Playtests after each Milestone

- Leaving a lot of time at the end of the semester for refinement

Project Planner

Select a period to highlight at right. A legend describing the charting follows.

ACTIVITY	PLAN START	PLAN DURATION	ACTUAL START	ACTUAL DURATION	PERCENT COMPLETE
Engagement System Plan	1	2	0	0	0%
Define Post Function	1	2	0	0	0%
Gray Box	2	2	0	0	0%
Streamer Character design	2	2	0	0	0%
Travel Sound effect	1	1	0	0	0%
GDD	1	3	0	0	0%
Milestone 1	1	3	0	0	0%
Trends and post function	4	2	0	0	0%
Travel Function	5	2	0	0	0%
Finalized Layout	4	0	0	0	0%
Ads Complete	4	2	0	0	0%
End State	4	3	0	0	0%
system implimented	5	3	0	0	0%
Recording and Posting	6	2	0	0	0%
Updated Screen Assets	5	3	0	0	0%
Milestone 2	3	5	0	0	0%
Engagement System	8	3	0	0	0%
All Screens Functional	9	3	0	0	0%
Final Sound Design	8	2	0	0	0%
Final Narrative Design	8	2	0	0	0%
	0	0	0	0	0%
Activity 22	0	0	0	0	0%
Milestone 3	8	5	0	0	0%
Activity 24	0	0	0	0	0%
Activity 25	0	0	0	0	0%
Activity 26	0	0	0	0	0%

Weeks: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

Risk Assessment

Ranking

Item	Definition	Rank
Almost Certain	Once a day	5
Likely	Once a week	4
Moderate	Once a month	3
Unlikely	Once a year	2
Rare	Once every 5 years	1
Severe	Could kill project	5
Major	Major setback to progress	4
Moderate	Significant time loss but manageable	3
Minor	Can be solved within a day	2
Insignificant	Little to no impact of schedule or project	1

Risks and Analysis

#	Risk	Type	Probability	Impact
1	Work Not Delivered	Scheduling	Likely	Major
2	Communication breaks down	Resources	Likely	Moderate
3	Group Loses motivation	Resources	Moderate	Severe
4	Health Issues	Resources	Likely	Moderate
5	Member Drops Out	Resources	Unlikely	Severe
6	Inappropriate behaviour	Resources	Moderate	Minor
7	Member loses technology access	Technology	Moderate	Moderate
8	One or more members cannot use tools	Technology	Unlikely	Major
9	Loosing Project Files	Technology	Unlikely	Severe
10	Repository Gets overwritten and corrupted	Technology	Unlikely	Moderate
11	Outside Priorities	Schedule	Unlikely	Minor
12	Engagement System gets too complex	Scope	Moderate	Moderate

Impact and Probability
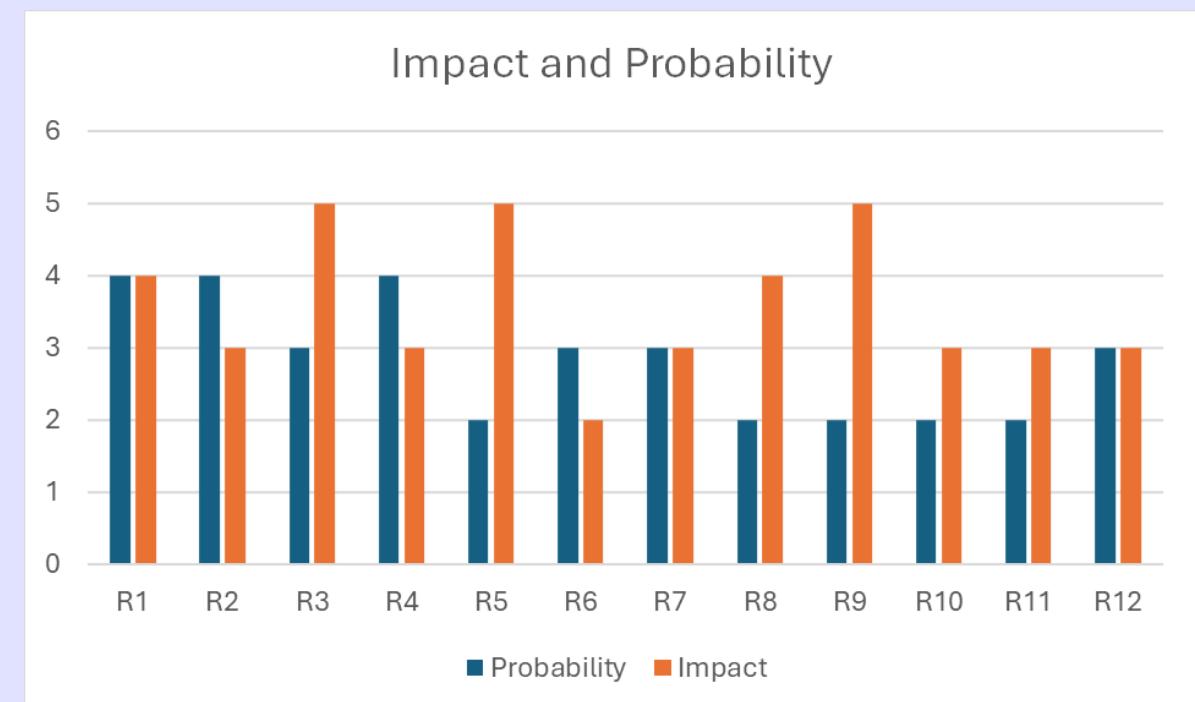
Detailed Top 5 Risk Assessment

#5 – Losing Project Files

To prevent losing or misplacing files, all documents will be uploaded to the OneDrive so they autosave and can be accessed from anywhere

Detailed Top 5 Risk Assessment

#4 – Communication Breakdown

Ensure that Discord and emails are being checked often. Reduce the judgement and pressure so the team feels comfortable communicating issues and delays.

Detailed Top 5 Risk Assessment

#3 – Health Issues

Keep team updated on condition and what work can be done. Redelegate tasks or move items to backlog.

Detailed Top 5 Risk Assessment

#2 – Loss of Motivation

Refocus on the goal, create manageable workloads, participate in team bonding exercises.

Detailed Top 5 Risk Assessment

#1 – Work Not Delivered

Multiple check-ins a week. Offer to help others with extra work. Ensure each team member is comfortable with their workload before assigning it.

MVP

Minimum Viable Product

LOOK-AROUND SCREENS

POST CONTENT

ENGAGEMENT AND FOLLOWER SYSTEM

DISTRACTING SET-UP AND ELEMENTS
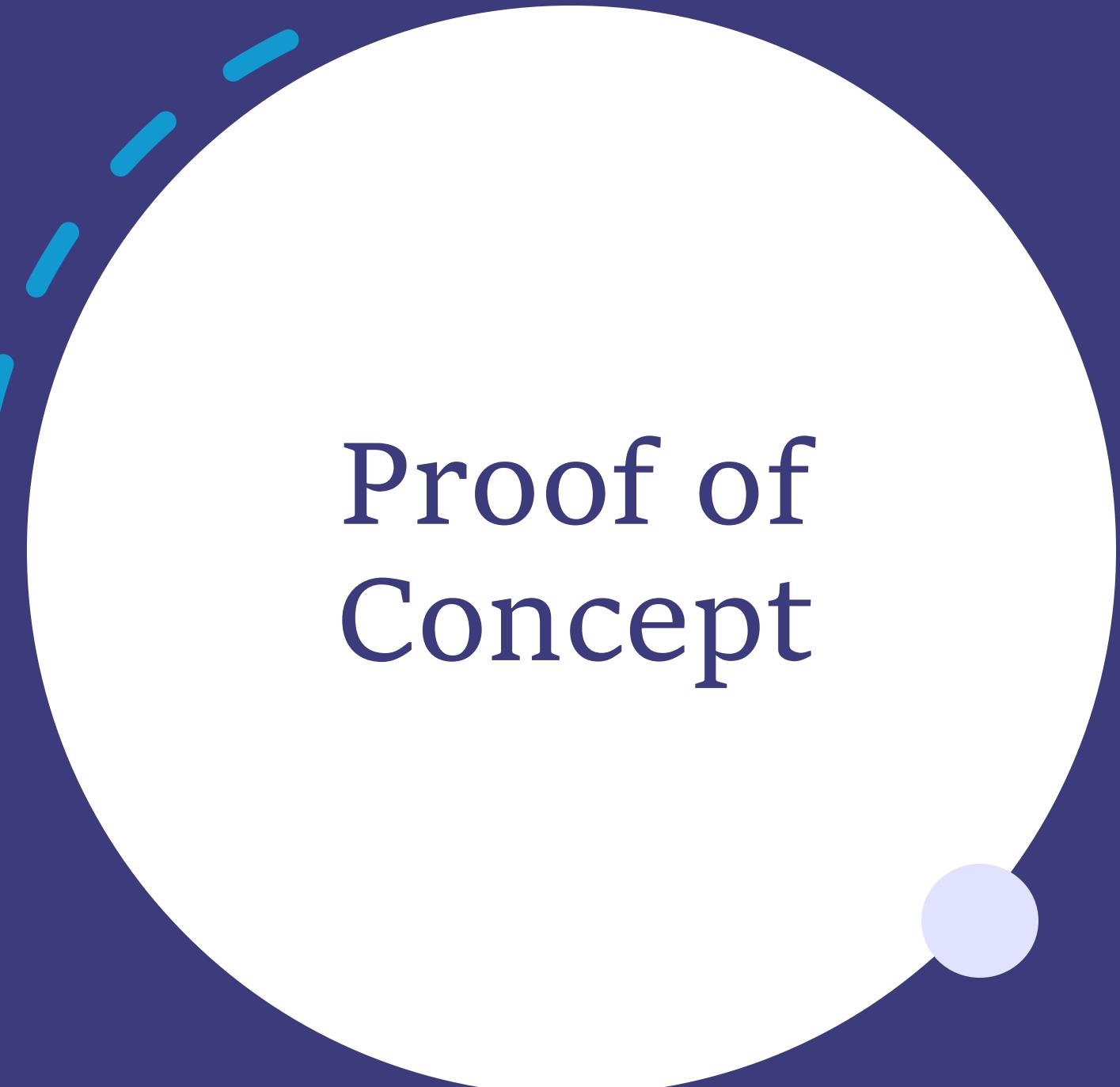
Proof of Concept

Sprint 1

To do | 1 ···

GDD Setup
Management

Confused | 2 ···

Chat Dialogue
Narrative

Narrative Concept Description
Narrative

In progress | 0 ···

Done | 5 ···

Devlog 2
Management

Level Design
Level Design

Screen Movement SE
Audio

Fuctioning Screen Control
Programming

Bug Fix Mult screen issue
Programming

Development
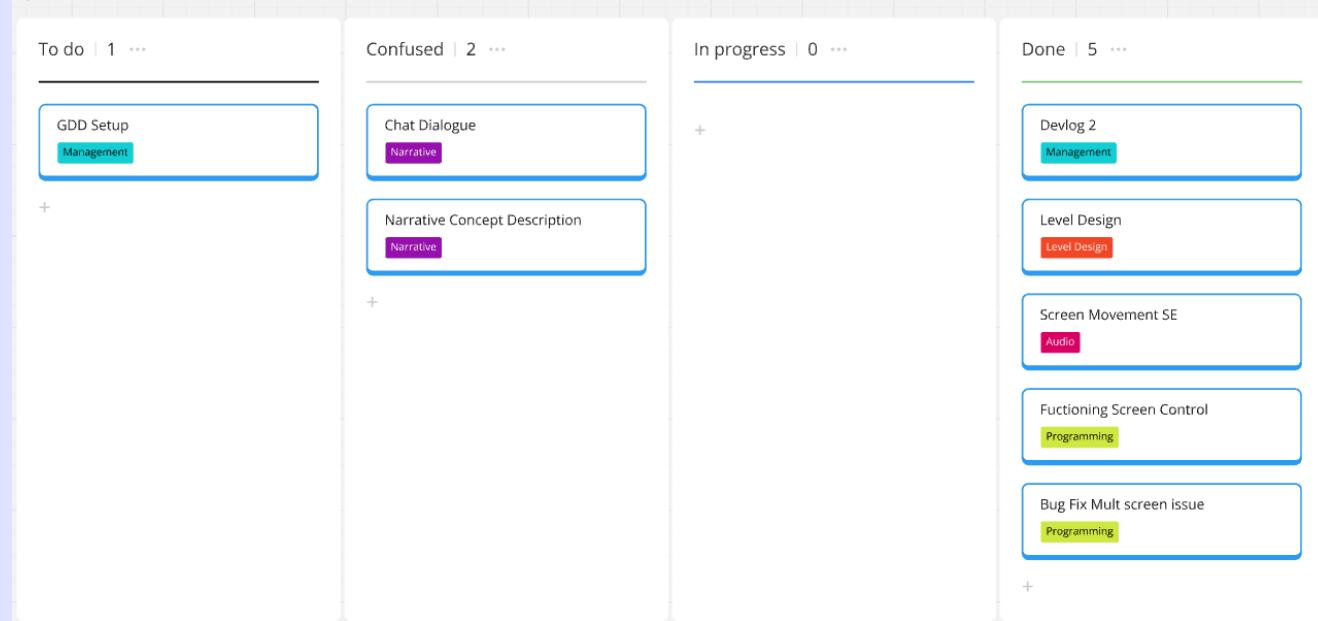
• Miro

Development
- Godot
- Blockbench
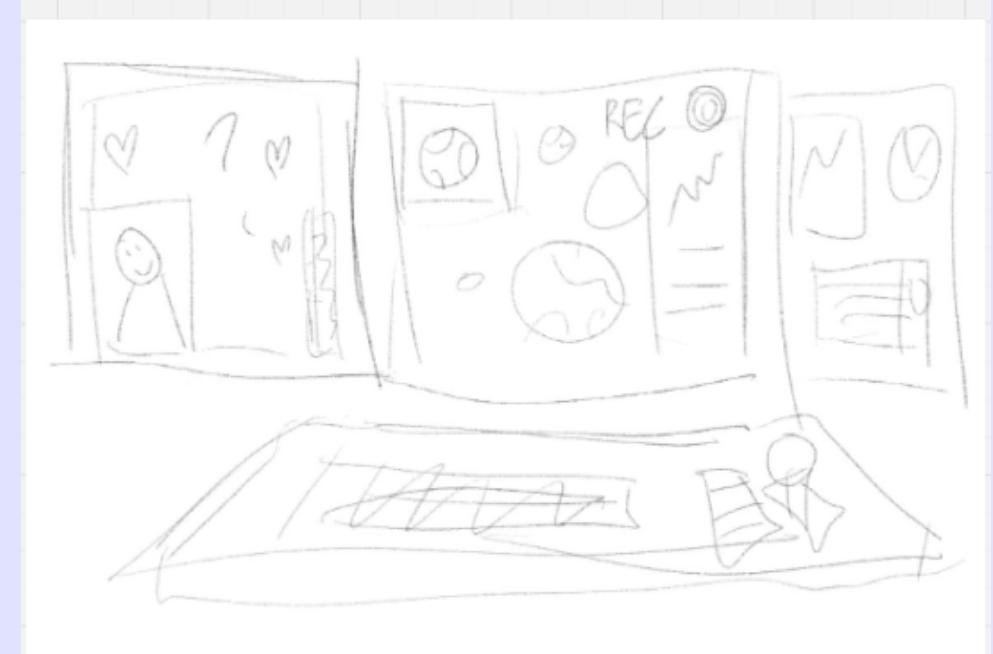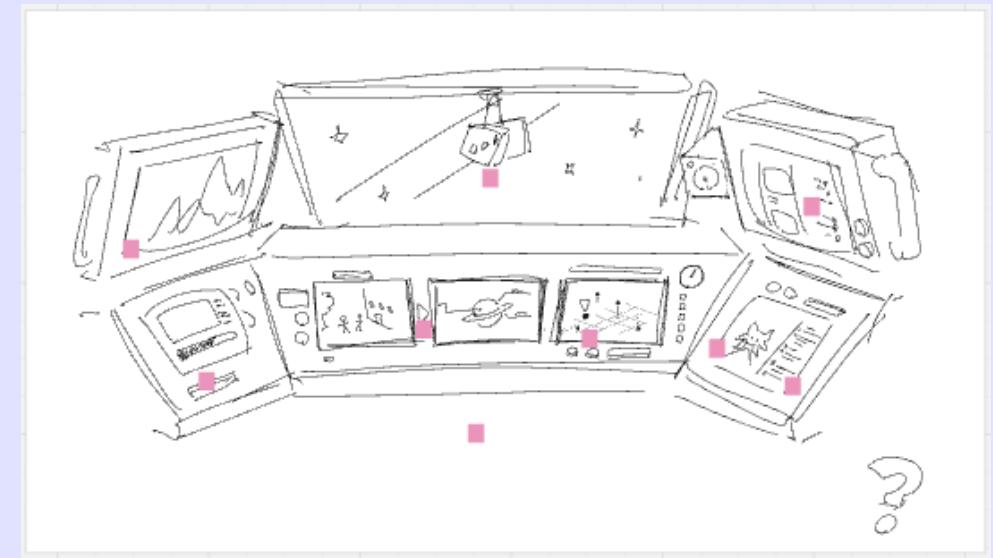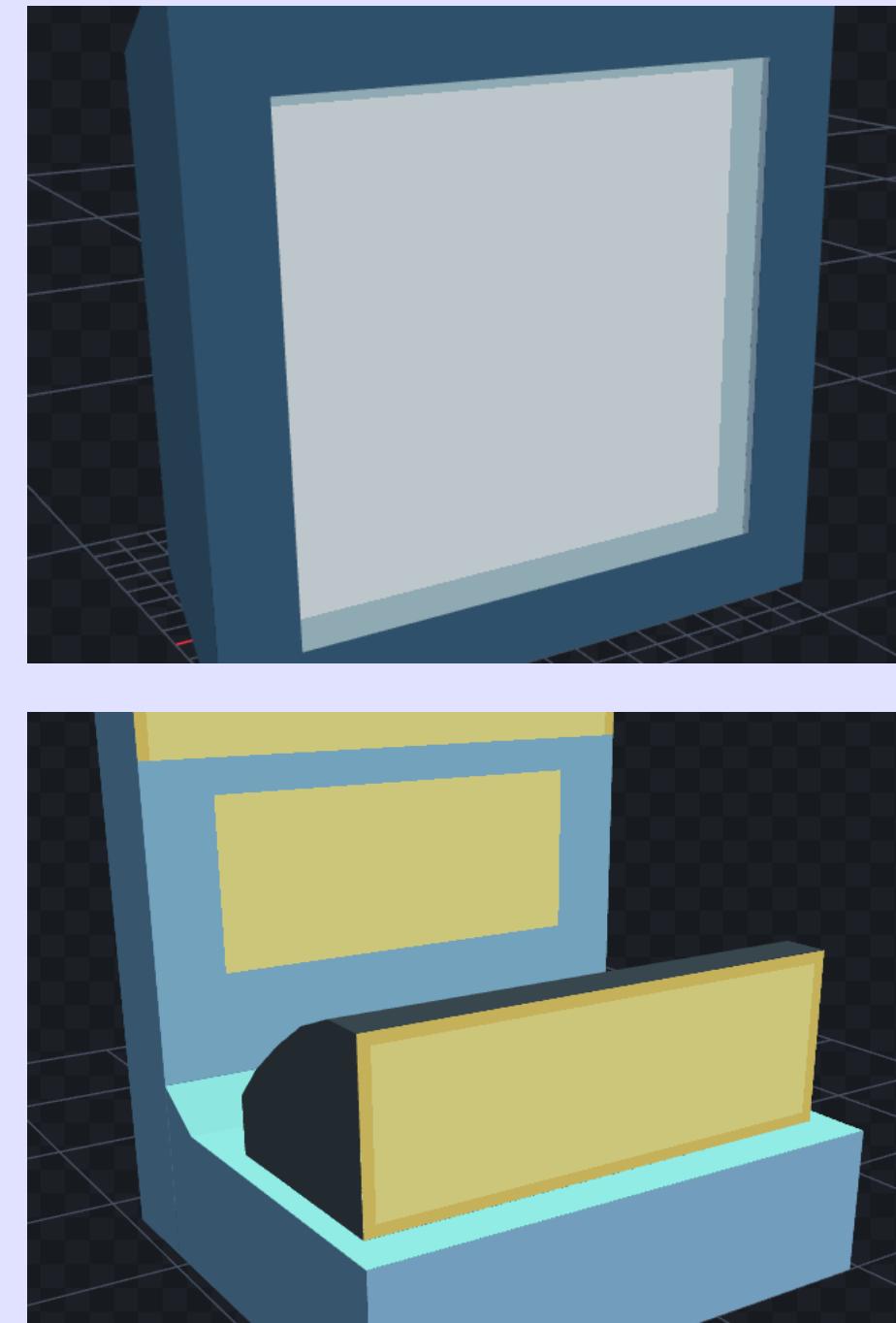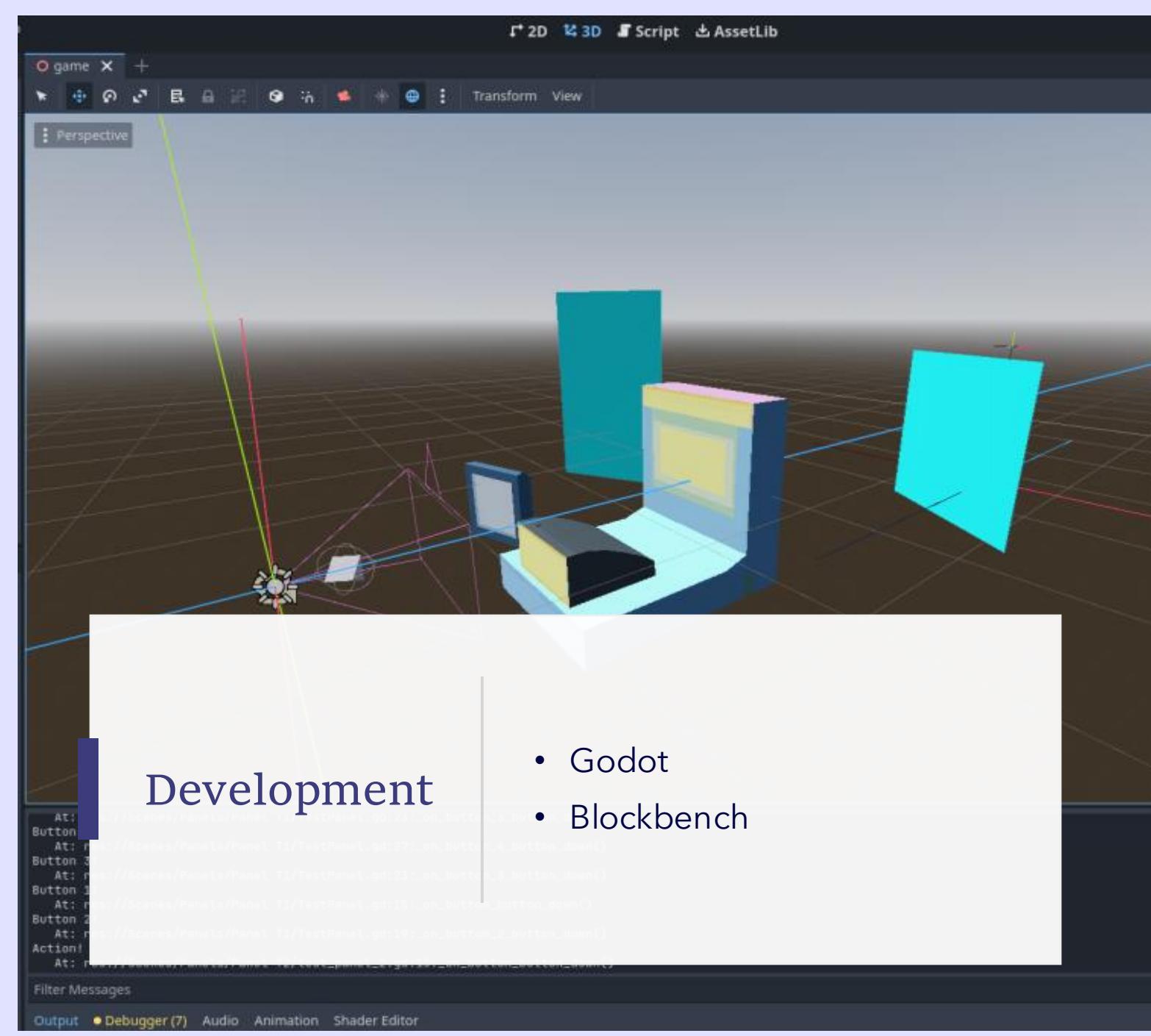
Validation

- Playtesting
- Two stages
  - Thoughts on the Proof of Concept as a standalone.
 - Thoughts on how the Proof of Concept reflects our plan.

Testing

- **Demographic:** Other game design students, friends
- **Questions:**
  o How do you interpret the environment?
  o What actions are you performing?
  o What are your thoughts on the layout and environment?

Results

- Unclear environment
- Desire for more interactable objects
- Found flipping controls unnecessary
- Wants more simultaneous action
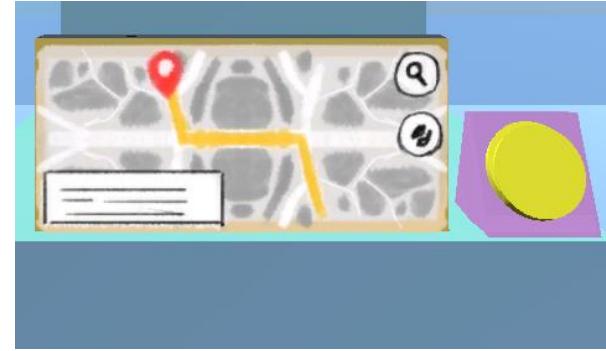
Next Steps

- Explore more layouts
- Refine environment, focus on signifiers
- Playtest frequently

Go!or No Go?

Go!

- Playtesters liked the *direction* of the PoC

- Generally excited about the potential

- Refine the areas they enjoyed, cut out pain points

Stream Ended