

Job	Detailed Description
<p>Design Project Manager</p> <p>*2<sup>nd</sup> year or higher recommended role</p>	<p><b>Team: Scene, concept art, script writer.</b></p> <p><b>First Semester (Due Dec. 9<sup>th</sup>):</b> Hold large team meetings to decide on overall genre and requirements WITH OTHER PM.  **Have small team meetings to ensure each scene person understand exactly what will be in their scene. Assist scene people in finding tutorials and understanding basics of terrain/scene building. Ensure they understand colliders and include them in build. Set due dates for each!</p> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Fill out team <b>documentation every other week</b>- must upload to OneDrive. Have one on one meetings as well as larger team meetings. Help people export/import, fulfil their role, debug, reassign roles as needed and fire people.</p>
<p>Code Project Manager</p> <p>*2<sup>nd</sup> year or higher recommended role</p>	<p><b>Team: Player Movement, Health, NPC, Player Attack, Enemies/Boss,</b></p> <p><b>First Semester (Due Dec. 9<sup>th</sup>):</b> Hold large team meetings to decide on overall genre and requirements WITH OTHER PM.  **Have small team meetings to find one code sequence that meets all the requirements of the game. Create a list of the tutorials with video numbers and links and who is responsible for each one. Set due dates for each!</p> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Fill out team <b>documentation every other week</b>- must upload to OneDrive. Have one on one meetings as well as larger team meetings. Help people export/import, fulfil their role, debug, reassign roles as needed and fire people.</p>
<b>PRE- PRODUCTION</b>	
<p>Dialog/Script Writer – MAIN PORTION DONE FIRST SEMESTER</p>	<p><b>First Semester (Due Oct. 9<sup>th</sup>):</b> Write dialogue/script and overall story. This includes quests and side quests, progression through levels with a detailed description on what the goal/quest is in each scene.  <b>Second Semester (Due March 8<sup>th</sup>):</b> Code/create GUI text/character text/captions if applicable to story.</p>
<p>Concept Art/Designer – MAIN PORTION DONE FIRST SEMESTER</p>	<p><b>First Semester (Due Oct. 9<sup>th</sup>):</b> Work with script writer to fully understand what is happening in each scene. Make mock-up of basic scene features with the help of scene personnel.</p> <p>Work with PM's to find a suitable asset pack- must thoroughly research. Help scene people in clarifying/understanding their requirements of their individual scenes.</p> <p><b>Second Semester (Due March 30<sup>th</sup>):</b> Do certifications when not helping personnel understand overall design.</p>
<b>PRODUCTION</b>	
<p>Player Movement – MAIN PORTION DONE FIRST SEMESTER</p> <p>*2<sup>nd</sup> year or higher recommended role</p>	<p><b>First Semester (Due Dec. 7<sup>th</sup>):</b> Player animation, movement, and main camera. Can use a premade character controller from asset pack or customize/create your own but if you use asset you must understand how it works, comment code, and help others use the player with their scene/code.</p> <p>→Add player and camera to EVERY scene by 12/10  →Write up an official “controls” list to display during capstone event so people know how to play the game.</p>

	<p><b>Second Semester (Due March 8<sup>th</sup>):</b> Work on Certifications when not doing main project - must do 3 each week to earn credit! Help debug when needed.</p>
<p>Enemy 1</p> <p>*2<sup>nd</sup> year or higher recommended role</p>	<p><b>First Semester (Due Dec. 7<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit. Spend one week once story is complete to find a suitable tutorial with the help of the code PM and other enemy/boss personnel. Should use same variables and info in each enemy/boss just vary difficulty. Must work with health person to ensure the enemies hurt the player.</p> <p><b>Second Semester (Due March 8<sup>th</sup>):</b> All code related to:</p> <ol style="list-style-type: none"> <li>1. enemy animation</li> <li>2. movement/AI/wander</li> <li>3. dialogue (if applicable)</li> <li>4. attack – including debugging and working with health person on damage to player</li> <li>5. Optional: health bar for enemy or displayed health points</li> </ol> <p><b>MUST PLACE IN SCENE(S) ENEMY NEEDS TO BE</b></p>
<p>Enemy 2</p> <p>*2<sup>nd</sup> year or higher recommended role</p>	<p><b>First Semester (Due Dec. 7<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit. Spend one week once story is complete to find a suitable tutorial with the help of the code PM and other enemy/boss personnel. Should use same variables and info in each enemy/boss just vary difficulty. Must work with health person to ensure the enemies hurt the player.</p> <p><b>Second Semester (Due March 8<sup>th</sup>):</b> All code related to:</p> <ol style="list-style-type: none"> <li>1. enemy animation</li> <li>2. movement/AI/wander</li> <li>3. dialogue (if applicable)</li> <li>4. attack – including debugging and working with health person on damage to player</li> <li>5. Optional: health bar for enemy or displayed health points</li> </ol> <p><b>MUST PLACE IN SCENE(S) ENEMY NEEDS TO BE</b></p>
<p>Boss</p> <p>*2<sup>nd</sup> year or higher recommended role</p>	<p><b>First Semester (Due Dec. 7<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit. Spend one week once story is complete to find a suitable tutorial with the help of the code PM and other enemy/boss personnel. Should use same variables and info in each enemy/boss just vary difficulty. Must work with health person to ensure the enemies hurt the player.</p> <p><b>Second Semester (Due March 30<sup>th</sup>):</b> All code related to:</p> <ol style="list-style-type: none"> <li>1. boss animation</li> <li>2. movement/AI/wander</li> <li>3. dialogue (if applicable)</li> <li>4. attack – including debugging and working with health person on damage to player</li> <li>5. Health bar mandatory for boss – should be attached to top of boss</li> </ol> <p><b>MUST PLACE IN SCENE(S) BOSS NEEDS TO BE</b></p>
<p>Player Health System</p> <p>*2<sup>nd</sup> year or higher recommended role</p>	<p><b>First Semester (Due Dec. 7<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p> <p><b>Second Semester (Due March 8<sup>th</sup>):</b> Code related to player health.</p> <ol style="list-style-type: none"> <li>1. Display health with text or health bar for player.</li> <li>2. Code enemy damage variables that will hurt the player and be easily applicable with the enemy.</li> </ol>

	<p>3. Debug with enemy and boss people to ensure their models work with your code – they code attack &amp; animation for the attack you code the attack hurting the player and reducing health. Your work is due one week ahead of theirs to allow time to debug.</p> <p><b>4. Must attach to player in each scene!</b></p>
Day/Night Cycle & Room Transition System	<p><b>First Semester (Due Dec. 7<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p> <p><b>Second Semester (Due March 8<sup>th</sup>):</b> Code for day and night cycle – Must add to each scene!</p> <p>Must do room transition based on victory condition of each room (all enemy's dead, find an object, solve a puzzle, etc.) Must ensure scene transition works for all scenes in the order intended!</p>
Player Attack  *2 <sup>nd</sup> year or higher recommended role	<p><b>First Semester (Due Dec. 7<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p> <p><b>Second Semester (Due March 30<sup>th</sup>):</b> All code related to:</p> <ol style="list-style-type: none"> <li>1. Player attack animation (should be a part of the asset/model but you will code it to happen when player attacks)</li> <li>2. attack – including debugging and working with enemy people on the attack damages the enemy.</li> <li>3. This can include projectiles, melee, or a combination- must do all related to player attack. This includes switching weapons if that is applicable. Only thing not included is spell cast which is separate but the two must collaborate closely if that is a piece of the game.</li> <li>4. Optional: display text with how much damage each attack is doing as the fight is going on.</li> <li>5. <b>Must attach to player in each scene!</b></li> </ol>
NPC 1  *2 <sup>nd</sup> year or higher recommended role	<p><b>First Semester (Due Dec. 7<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p> <p>Must place into the scene in a location that makes sense for that NPC.</p> <ol style="list-style-type: none"> <li>1. Dialogue- can say one specific thing (give a quest) or interact with character – give options for character to respond and/or accept/deny quest. YOU CODE EVERYTHING TO DO WITH THIS DIALOGUE SYSTEM &amp; TEST WITH PLAYER.</li> <li>2. Code movement: AI/Wander unless stationary</li> <li>3. Ensure animation works with movement (if there is movement)</li> <li>4. <b>Must place in every applicable scene!</b></li> </ol>
NPC 2  *2 <sup>nd</sup> year or higher recommended role	<p>Must place into the scene in a location that makes sense for that NPC.</p> <ol style="list-style-type: none"> <li>1. Dialogue- can say one specific thing (give a quest) or interact with character – give options for character to respond and/or accept/deny quest. YOU CODE EVERYTHING TO DO WITH THIS DIALOGUE SYSTEM &amp; TEST WITH PLAYER.</li> <li>2. Code movement: AI/Wander unless stationary</li> </ol> <p>Ensure animation works with movement (if there is movement)</p> <p><b>Must place in every applicable scene!</b></p>
NPC 3  *2 <sup>nd</sup> year or higher recommended role	<p>Must place into the scene in a location that makes sense for that NPC.</p> <ol style="list-style-type: none"> <li>1. Dialogue- can say one specific thing (give a quest) or interact with character – give options for character to respond and/or accept/deny quest. YOU CODE EVERYTHING TO DO WITH THIS DIALOGUE SYSTEM &amp; TEST WITH PLAYER.</li> <li>2. Code movement: AI/Wander unless stationary</li> </ol> <p>Ensure animation works with movement (if there is movement)</p> <p><b>Must place in every applicable scene!</b></p>

Audio	<p>Background Music – must find royalty free (or create) background music.</p> <ol style="list-style-type: none"> <li>1. Must have music for all 10 scenes, menu screen, and credit screen.</li> <li>2. Must add to each scene, loop as appropriate, adjust volume and do any applicable code/audio listener required.</li> <li>3. Must import into scenes and debug to ensure that background music works appropriately.</li> <li>4. Optional: Will do actual MP3 dialogue <b>if applicable</b> to story- this includes recording voice overs and adding into the game with any applicable coding/audio listener.</li> <li>5. <b>Must place in every applicable scene!</b></li> </ol>
<p>Choose at least three based on your game (*all 2<sup>nd</sup> year recommended roles):</p> <ol style="list-style-type: none"> <li>i. Cinematic role/cutscenes</li> <li>ii. XP &amp; skill tree</li> <li>iii. Inventory (must include code for player to pick up/drop/access inventory)</li> <li>iv. Spell cast system</li> <li>v. Save/Load System *must include save/load screen to access the system</li> <li>vi. Pause/Resume options</li> <li>vii. Consumables or collectible items</li> <li>viii. Money or currency systems</li> </ol>	<p>People doing these roles must find <b>ONE tutorial sequence</b> to work with- cannot find their own individual piece only.</p> <p><b>First Semester (Due Dec. 9<sup>th</sup>):</b> Work together <u>with health, enemies, attack and boss people to find a tutorial sequence.</u> Decide who is doing each tutorial as appropriate to their role. Assign and DOCUMENT this ahead of time.</p> <p><b>Second Semester (Due March 8<sup>th</sup>):</b> Code and debug with the character.</p> <ol style="list-style-type: none"> <li>1. Do everything to do with your role (examples: inventory- code pick up, drop, organize, and use items. Spell Cast- code how player can choose a spell, cast, and damage to the enemy. Cinematics- create scene but also code it to play in the game, link it to the scene it leads into. Consumables- not only code for functionality but find/create assets for those consumables.)</li> <li>2. Export &amp; import into the game – debug and work with anyone else that will affect your role in any way.</li> </ol>
Menu & Credit Screen	<p><b>First Semester (Due Dec. 9<sup>th</sup>):</b> Find tutorial – set firm dates for yourself to complete early second semester. Work on certifications in G-Metrix.</p> <p><b>Second Semester (Due Feb. 22<sup>nd</sup>):</b> Create menu screen – export and import into game. Needs to match overall game design, include title and at a minimum a start and exit button. Start button must take player to LEVEL ONE! Test and debug with main game build file.</p> <p>Credit screen – must include all team members names and roles. Must be functional, exported and into game- debug any issues.</p>
<p>Level_1 (must name your scene <b>Level_1</b> and have it location in the main Asset→Scene folder).</p> <p>As soon as you create your terrain move it to your Scene folder and rename <b>Terrain_Level_1</b>.</p>	<p><b>First Semester (Due Dec 2<sup>nd</sup>):</b> Terrain &amp; asset tutorials to start out with- learn the right way to do things.</p> <p>Create your scene using <b>ONLY THE ASSETS PROVIDED</b>.</p> <ol style="list-style-type: none"> <li>1. Work with concept artist to understand the requirements of your scene.</li> <li>2. Must follow the overall story/quest for your scene</li> <li>3. Include all applicable colliders (trees, walls, etc.)</li> <li>4. Include at least one Easter egg/hidden item/special addition</li> </ol> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p>
<p>Level_2 (must name your scene <b>Level_2</b> and have it location in the main Asset→Scene folder).</p> <p>As soon as you create your terrain move it to your Scene folder and rename <b>Terrain_Level_2</b>.</p>	<p><b>First Semester (Due Dec 2<sup>nd</sup>):</b> Terrain &amp; asset tutorials to start out with- learn the right way to do things.</p> <p>Create your scene using <b>ONLY THE ASSETS PROVIDED</b>.</p> <ol style="list-style-type: none"> <li>1. Work with concept artist to understand the requirements of your scene.</li> <li>2. Must follow the overall story/quest for your scene</li> <li>3. Include all applicable colliders (trees, walls, etc.)</li> <li>4. Include at least one Easter egg/hidden item/special addition</li> </ol>

	<p><b>Second Semester (Due March 26<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p>
<p>Level_3 (must name your scene <b>Level_3</b> and have it location in the main Asset→Scene folder).</p> <p>As soon as you create your terrain move it to your Scene folder and rename <b>Terrain_Level_3</b>.</p>	<p><b>First Semester (Due Dec 2<sup>nd</sup>):</b> Terrain &amp; asset tutorials to start out with- learn the right way to do things. Create your scene using ONLY THE ASSETS PROVIDED.</p> <ol style="list-style-type: none"> <li>1. Work with concept artist to understand the requirements of your scene.</li> <li>2. Must follow the overall story/quest for your scene</li> <li>3. Include all applicable colliders (trees, walls, etc.)</li> <li>4. Include at least one Easter egg/hidden item/special addition</li> </ol> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p>
<p>Level_4 (must name your scene <b>Level_4</b> and have it location in the main Asset→Scene folder).</p> <p>As soon as you create your terrain move it to your Scene folder and rename <b>Terrain_Level_4</b>.</p>	<p><b>First Semester (Due Dec 2<sup>nd</sup>):</b> Terrain &amp; asset tutorials to start out with- learn the right way to do things. Create your scene using ONLY THE ASSETS PROVIDED.</p> <ol style="list-style-type: none"> <li>1. Work with concept artist to understand the requirements of your scene.</li> <li>2. Must follow the overall story/quest for your scene</li> <li>3. Include all applicable colliders (trees, walls, etc.)</li> <li>4. Include at least one Easter egg/hidden item/special addition</li> </ol> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p>
<p>Level_5 (must name your scene <b>Level_5</b> and have it location in the main Asset→Scene folder).</p> <p>As soon as you create your terrain move it to your Scene folder and rename <b>Terrain_Level_5</b>.</p>	<p><b>First Semester (Due Dec 2<sup>nd</sup>):</b> Terrain &amp; asset tutorials to start out with- learn the right way to do things. Create your scene using ONLY THE ASSETS PROVIDED.</p> <ol style="list-style-type: none"> <li>1. Work with concept artist to understand the requirements of your scene.</li> <li>2. Must follow the overall story/quest for your scene</li> <li>3. Include all applicable colliders (trees, walls, etc.)</li> <li>4. Include at least one Easter egg/hidden item/special addition</li> </ol> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p>
<p>Level_6 (must name your scene <b>Level_6</b> and have it location in the main Asset→Scene folder).</p> <p>As soon as you create your terrain move it to your Scene folder and rename <b>Terrain_Level_6</b>.</p>	<p><b>First Semester (Due Dec 2<sup>nd</sup>):</b> Terrain &amp; asset tutorials to start out with- learn the right way to do things. Create your scene using ONLY THE ASSETS PROVIDED.</p> <ol style="list-style-type: none"> <li>1. Work with concept artist to understand the requirements of your scene.</li> <li>2. Must follow the overall story/quest for your scene</li> <li>3. Include all applicable colliders (trees, walls, etc.)</li> <li>4. Include at least one Easter egg/hidden item/special addition</li> </ol> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p>
<p>Level_7 (must name your scene <b>Level_7</b> and have it location in the main Asset→Scene folder).</p> <p>As soon as you create your terrain move it to your Scene folder and rename <b>Terrain_Level_7</b>.</p>	<p><b>First Semester (Due Dec 2<sup>nd</sup>):</b> Terrain &amp; asset tutorials to start out with- learn the right way to do things. Create your scene using ONLY THE ASSETS PROVIDED.</p> <ol style="list-style-type: none"> <li>1. Work with concept artist to understand the requirements of your scene.</li> <li>2. Must follow the overall story/quest for your scene</li> <li>3. Include all applicable colliders (trees, walls, etc.)</li> <li>4. Include at least one Easter egg/hidden item/special addition</li> </ol> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p>

<p>Level_8 (must name your scene <b>Level_8</b> and have it location in the main Asset→Scene folder).</p> <p>As soon as you create your terrain move it to your Scene folder and rename <b>Terrain_Level_8</b>.</p>	<p><b>First Semester (Due Dec 2<sup>nd</sup>):</b> Terrain &amp; asset tutorials to start out with- learn the right way to do things. Create your scene using <b>ONLY THE ASSETS PROVIDED</b>.</p> <ol style="list-style-type: none"> <li>1. Work with concept artist to understand the requirements of your scene.</li> <li>2. Must follow the overall story/quest for your scene</li> <li>3. Include all applicable colliders (trees, walls, etc.)</li> <li>4. Include at least one Easter egg/hidden item/special addition</li> </ol> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p>
<p>Level_9 (must name your scene <b>Level_9</b> and have it location in the main Asset→Scene folder).</p> <p>As soon as you create your terrain move it to your Scene folder and rename <b>Terrain_Level_9</b>.</p>	<p><b>First Semester (Due Dec 2<sup>nd</sup>):</b> Terrain &amp; asset tutorials to start out with- learn the right way to do things. Create your scene using <b>ONLY THE ASSETS PROVIDED</b>.</p> <ol style="list-style-type: none"> <li>1. Work with concept artist to understand the requirements of your scene.</li> <li>2. Must follow the overall story/quest for your scene</li> <li>3. Include all applicable colliders (trees, walls, etc.)</li> <li>4. Include at least one Easter egg/hidden item/special addition</li> </ol> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p>
<p>Level_10 (must name your scene <b>Level_10</b> and have it location in the main Asset→Scene folder).</p> <p>As soon as you create your terrain move it to your Scene folder and rename <b>Terrain_Level_10</b>.</p>	<p><b>First Semester (Due Dec 2<sup>nd</sup>):</b> Terrain &amp; asset tutorials to start out with- learn the right way to do things. Create your scene using <b>ONLY THE ASSETS PROVIDED</b>.</p> <ol style="list-style-type: none"> <li>1. Work with concept artist to understand the requirements of your scene.</li> <li>2. Must follow the overall story/quest for your scene</li> <li>3. Include all applicable colliders (trees, walls, etc.)</li> <li>4. Include at least one Easter egg/hidden item/special addition</li> </ol> <p><b>Second Semester (Due March 26<sup>th</sup>):</b> Certification work most of the time first semester- must do 3 each week to earn credit.</p>
<b>POST-PRODUCTION</b>	
<p>QA/Debugging Team – this is in addition to your main role</p>	<p>March 30<sup>th</sup>-April 9<sup>th</sup> Group of 3-5 people who will do the final debugging &amp; finishing touches. *Each person should debug their piece when the import it into the game. *This group should only be for final QA testing and working on smaller bugs and glitches- <u>not fixing other's pieces for them.</u></p>
<p>Video Trailer - this is in addition to your main role</p>	<p>March 26<sup>th</sup>-April 9<sup>th</sup> Create a professional and creative game trailer. Requirements</p> <ol style="list-style-type: none"> <li>1. About 2 min. in length</li> <li>2. Easily readable captions</li> <li>3. Gameplay</li> </ol>
<p>Poster Designer - this is in addition to your main role</p>	<p>March 30<sup>th</sup>-April 9<sup>th</sup> Create a professional and creative poster for the Capstone event. Mrs. Thompson's class will print for us. Should include:</p> <ol style="list-style-type: none"> <li>1. Game Title</li> <li>2. Screenshots</li> <li>3. Control Information</li> <li>4. Victory Condition</li> </ol>
<p>Capstone Presenters (3-5 students) - this is in addition to your main role</p>	<p>Capstone night only! Be ready to talk about the game, answer questions, help people test the game, explain lessons learned, etc.</p>

March 30<sup>th</sup>- April 9<sup>th</sup> – Students not doing one of the above will create their Workshops in detail, teaching the class something (see workshop requirements for more details). Workshops will begin April 9<sup>th</sup>.

Students finishing build (post-production list above) will have until April 17<sup>th</sup> to turn in their workshop.