Iron and Feather
(Working title)

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1 Game Description

1.1 Story

It is the year 742 of the fifth age. Peace and wealth are upon the lands of the north, none living remember the days of war. Tales of past battles are only told by the old ones.

In this year, the great kings of the north gathered in the land of Roden, as they did every seven years since the beginning of the new age. None of them however, had anything interesting to share. Their people thought that kings were not needed anymore. So in their boredom, they looked for something they could spend their time on.

After three days of intense discussion, they agreed on the following: They would build boats that could dive deep into the water. Down their, they would have glorious tournaments, where they would fight against each other for glory. They would all be given one year to build their boats, and then meet in the waters to the west.

It is the year 743 of the fifth age. Let the tournament begin!

1.2 Gameplay

The game is a fun action game featuring submarines. The player controls one submarine in a a playfield and can shoot and drop bombs. The goal is to be the last man standing. There are walls in the play field through which neither shots nor the submarines can go. Some of the walls can be destroyed however. Because the game is set under water, there are currents influencing the movement of the shots and the submarines. Explosions on the other hand will induce new currents. Elements like turbines will also cause currents in the game.

The players watch the playfield from the bird's eye perspective, all movement happens in 2D. The playfield is so small that it fits on a single screen and is bordered by indestructible walls. One level is generally played really fast. Estimated playing times for a level are 10 seconds to 2 minutes. For this reason, there will be many levels with different difficulties.

There are different types of enemies: Immobile enemies attached to the ground and submarines that can move around freely and shoot at the player with different weapons.

The player plays a fix number of levels in which he can earn points. With these points he can repair his ship and buy weapon or bomb upgrades.

The game can also be palyed in multiplayer mode, either against each other or in cooperative mode against the computer.

1.3 Concept Art
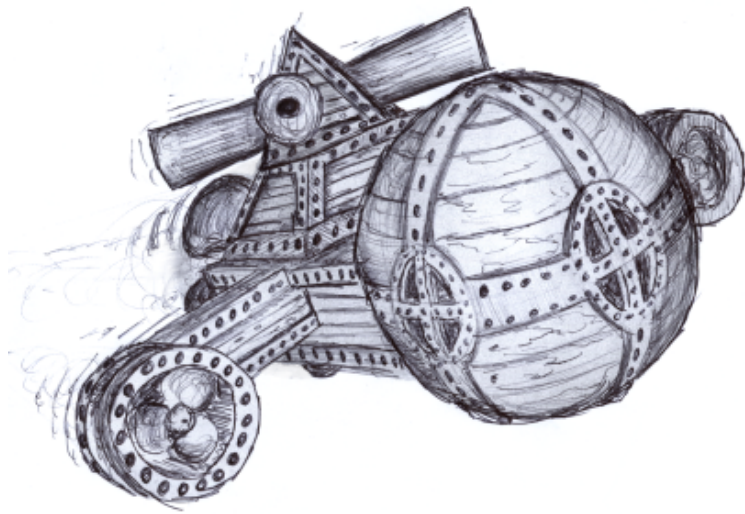
2 Development Schedule

2.1 Functional Requirements

2.1.1 Functional minimum

- Gameplay: The player can move around and shoot.

- Graphics: Submarines are represented by spheres, walls with cubes.

- AI: The only enemies are static and shoot in random directions.

2.1.2 Low target

- Fluid dynamics: Submarines and shots are influenced by the water.

- Multiplayer: Up to 4 players can play on one XBox.

- AI: Enemies can move around and shoot the player.

2.1.3 Desireable target

- Gameplay: Multiple levels can be played.

- Gameplay: The ship can be upgraded with weapons and items.

- Graphics: The playfield looks nice. There are models for the submarines and other objects.

- Sound: There are basic sound effects and background music.

- AI: Enemies evade shots.

2.1.4 High target

- Graphics: Improved graphic effects.

- Sound: Better/more sound effects and background music.

- AI: Enemies work together.

2.1.5 Extras

- Multiplayer: The game can be played over the network.

2.2 Tasks

Functional minimum				
Task	Description	Responsible	Support	Hours
11	Basic game engine	Julian	Martin	
12	Basic grpahics	Julian	Martin	
13	Input handling	Julian	Martin	
14	Level loader	Julian	Urs	
Low target				
Task	Description	Responsible	Support	Hours
21	Fluid dynamics	Urs	Martin	
22	Basic AI	Julian	Urs	
23	Multiplayer	Julian	Urs	
24	Menu screen	Urs	Martin	
Desireable target				
Task	Description	Responsible	Support	Hours
31	Advanced graphics	Martin	Urs	
32	Models/Textures	Martin	Urs	
33	Different weapons / enemies	Julian	Martin	
34	Different levels	Urs	Julian	
35	Level editor	Urs	Julian	
36	Sound effects	Urs	Martin	
High target				
Task	Description	Responsible	Support	Hours
41	Fancy graphics	Urs	Martin	
42	Background Music	Martin	Julian	
43	Improved AI	Julian	Martin	
Other				
Task	Description	Responsible	Support	Hours
51	Prototype chapter	all		
52	Prototype presentation	all		
53	Interim chapter	all		
54	Interim demo	all		
55	Alpha release	all		
56	PLaytesting	all		
57	Playtest chapter	all		
58	Playtest presentation	all		
59	Debriefing presentation	all		
60	Public presentation	all		

2.3 Timeline

3   Assesment

Our game is fun because it is very easy to play and gives a player very often a lot of success. The first few levels will be really easy, so the player can get used to playing the game. After that, enemies will get stronger and the game gets more challenging.

The coolest part of the game will be the multiplayer mode. In this mode, several players can either play against each other or they can work in cooperative mode.

The game is a success if it is fun and if the fluids interact with the world in a convincing way that helps the players and doesn't frustrate them.