**Getaway - Project Scope**

***“To the getaway!”***

**FEATURE’S LIST** (What must be present)

**THE SET UP (TBD)**

* A Door
* 2.5m^3 Wooden Frame
* 4x board walls
* Ceiling board
* 4x Projectors
* 4x Speakers
* PC

**ENVIRONMENT**

* 3-4x environment drawings
* Austrian Mountainscape
* Ski Resort
* Trees
* Lake

**CHARACTER**

* Bird - Snow Bunting

**ANIMATIONS**

* Flying Bird Animation
* Idle Bird Animation
* Ski Lifts/Cable Cars moving
* Clouds
* Light Snowfall

**INTERACTIVE ELEMENTS**

* Falling Snowflakes - music triggering items (1 layer of music for every 3 snowflakes)

**MECHANICS**

* Gesture control - guide bird using palm.

**MUSIC AND SOUND EFFECTS**

* Uniquely composed soundtrack - piano split into 5-6 layers.
* Nature sounds to accompany the soundtrack.

**USER INTERFACE**

* Pause Button

**PROGRAMMING**

* Webcam/Image Processing Program - Hand Recognition
* Input Bird Animation
* Clouds and Ski Lift looping
* Soundtrack to play after music note collection
* UI Screens

**MARKETING**

* Own domain - website set-up to promote and advertise game launch, and document progress. (Blog, team information, development)
* Instagram and Twitter to post regular updates of process and advertise game/arcade
* Promotional material - poster, trailer, documentary
* Additional material - merchandise e.g. tshirts, affirmations/quotes

**PRESENTATION FORMAT** (How the features will be shown)

| **FEATURES** | **EXPECTATION/HOW WILL THEY BE SHOWN?** |
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| **THE PHYSICAL BOX**  Door | 812.8mm x 1981mm (Wheelchair Accessible) |
| **THE PHYSICAL BOX**  Wooden Frame/walls | 2500mm³ |
| **THE PHYSICAL BOX**  Projectors | 360 degree projections - displayed onto the inner 4 walls of the space |
| **THE PHYSICAL BOX**  Surround Sound System | 4 projectors; one placed in each corner of the space to achieve surround sound |
| **THE PHYSICAL BOX**  PC | To run the game and map the projections onto the walls. |
| **ENVIRONMENT**  Austrian Mountain-scape | Hand illustrated mountainscape that visually relaxes the player, consisting of small subtle animations. (Trees, lakes, ski resort, mountains) |
| **ANIMATIONS**  Player movement/Bird flying | Represents fluid and natural movement of the bird. Multi-directional. |
| **ANIMATIONS**  Clouds | Looping animation across the 4 screens. |
| **ANIMATIONS**  Cable cars/Ski lifts | Looping animation of cable cars moving up and down the mountain. |
| **ANIMATIONS**  Falling Snowflakes | Music triggering objects. Should be falling constantly. |
| **MECHANICS**  Player movement | Use your palm to guide the direction of the bird. |
| **SOUND**  Soundtrack | 1 layer of soundtrack to play for every 3-4 snowflakes collected. |
| **SOUND**  Sound Effects | Sound effects to play throughout the duration of the experience. Nature sounds to accompany the soundtrack. |
| **USER INTERFACE**  Pause Menu | Pause screen to provide ability to quit or take a break. |

**ASSET LIST** (How will features be realized)

| **ASSET** | **EXPECTATIONS OF ASSET DESIGN** |
| --- | --- |
| **Character (Bird) and Animation** | Snow bunting to fly and traverse through the environment to collect snowflakes. |
| **Mountains** | Illustrated mountains to build the foundations of the environment - wrap around the space. |
| **Trees** | Illustrated trees to layer between mountains and form an environment. |
| **Subtle floor/sky details** | Small intricate detailing |
| **Village/Ski resort and Lakes** | Static atmospheric detail. |
| **Clouds Animation** | Clouds to slowly loop for the duration of the experience, across walls. |
| **Cable Cars/Ski Lift Animation** | Cable cars to slowly animate up and down mountains. |
| **Snow Bunting Bird Animations** | Multidirectional movement - rotate with vertical direction.  Idle animation.  Take off animation.  Landing animation. |
| **Snowflakes Animation** | To be constantly falling. |
| **Light Snowfall Animation** | Consistent snowfall, low opacity, overlay. |
| **Soundtrack** | A layer of the soundtrack to play after every 3-4 snowflakes have been collected. |
| **Pause Button UI** | To sit in the corner of the screen, the art style kept consistent. Allow players to hover over it and take a break. |

**TIMELINE** (Week by Week distribution of task management)

**DEADLINE:** 27th May 2022

**ARCADE EVENT:** Winchester Show 14th-20th June, London Show 5th-8th July.

**DURATION OF PROJECT:** 12/13 Weeks to develop our final deliverable, ‘Getaway’.

**LINK TO TIMELINE:** [**https://app.asana.com/0/1201825439767799/timeline**](https://app.asana.com/0/1201825439767799/timeline)

**KEY MILESTONES/PIPELINES** (Agile methodology)

**REQUIREMENTS:** Week 1

**DESIGN:** Week 1 - Week 9

**DEVELOPMENT:** Week 5 - Week 11

**TESTING:** Week 3 - Week 11

**DEPLOYMENT:** Week 1 - Week 12

**REVIEW:** Week 1 - Week 12

**LAUNCH:** Week 3 - Arcade Event

**TASK TO DO LISTS, CHANGES, COMPLETION:**

**LINK TO TRELLO BOARD:** [**https://trello.com/invite/b/XQyFGSIT/821d9c2572f15025b306d2268f14624a/getaway-project-management**](https://trello.com/invite/b/XQyFGSIT/821d9c2572f15025b306d2268f14624a/getaway-project-management)