

# Shattered Seal: Echelon

## Project Plan 2

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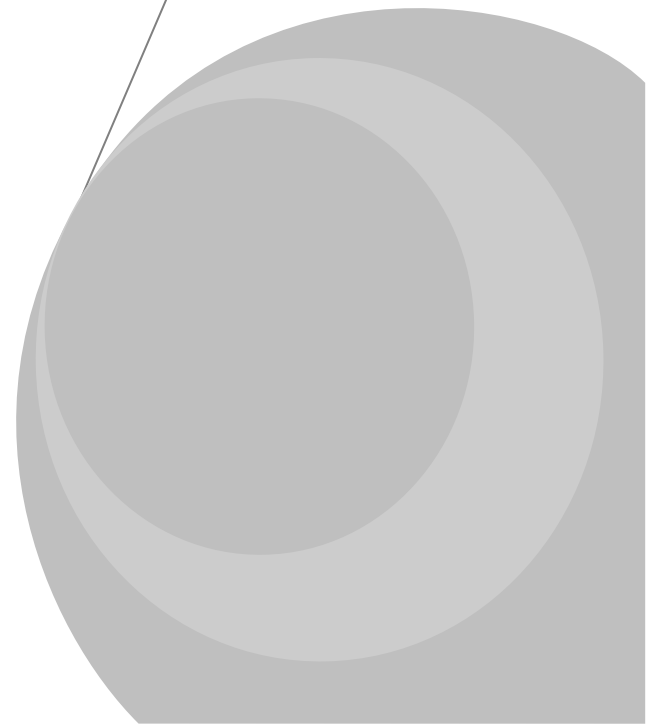
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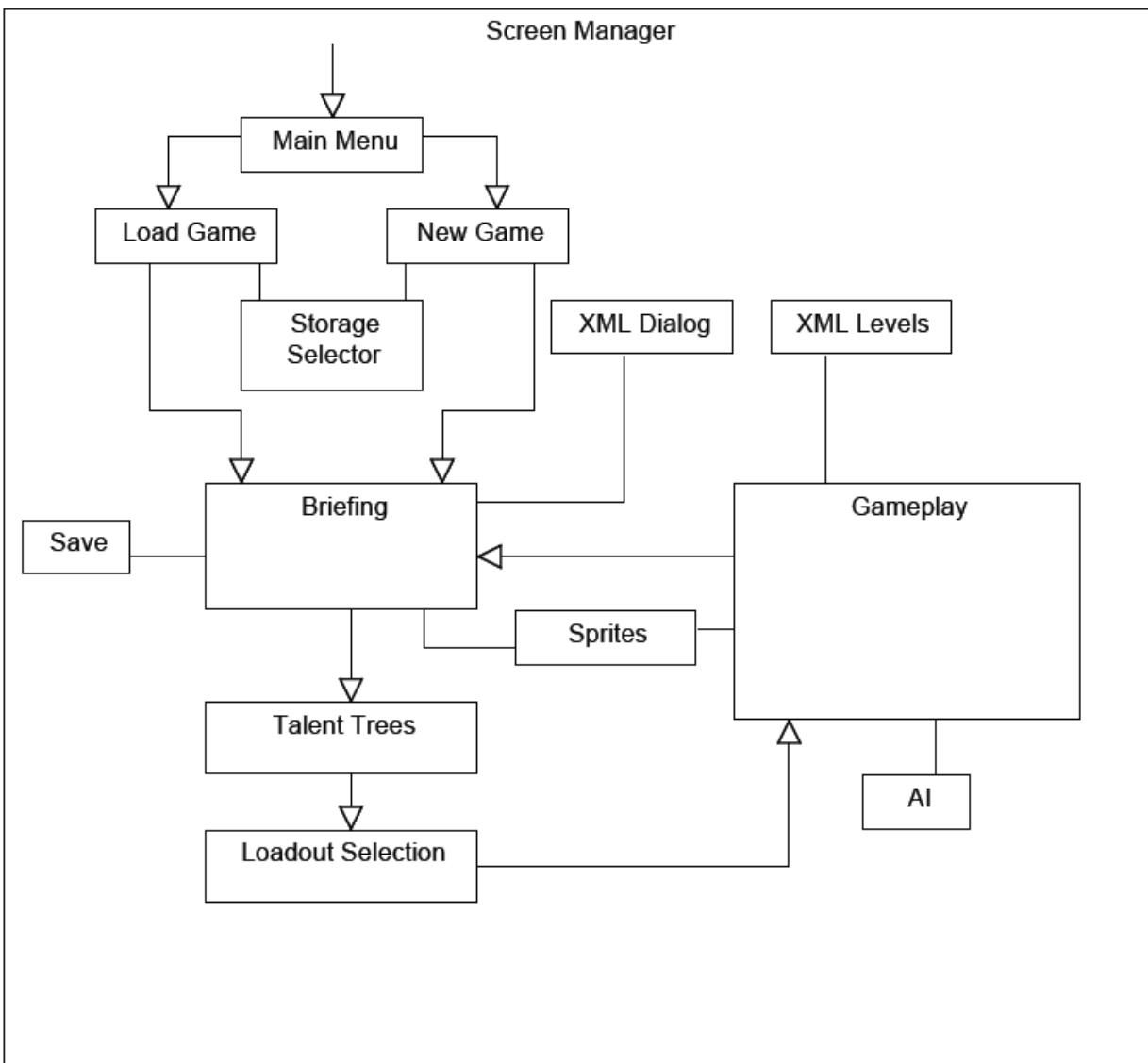
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## Project Goals

Shattered Seal: Echelon is a top down shooter designed with Microsoft's XNA framework for the Xbox 360. The game will feature seven unique missions which will require the player to perform a variety of goals and objectives that culminate in two boss battles at the midpoint and finale. Each mission will have a briefing where the objectives are explained through an original story and setting that will give the player a deeper interest in the game. To complete the different missions the player will have access to a variety of weapons and magic which can be upgraded as they progress through the game.

## System Architecture Diagram



## Progress Summary

Milestone	Tasks	Percent Completed	Comments
Milestone 1	Requirements Document, Design Document, and Test Plan	100%	
Milestone 2	Main Menu, Function on the Xbox 360, Game Data Structures, Game Art, Game AI	62%	For the Game Data Structures, we still had to implement XML save files and finish with Tilemap. There was still more character and environment design required for the Game Art. Also, more behaviors needed to be completed for the enemy units that are planned in the Game AI.
Milestone 3	Briefing Screens, Gameplay Screens, Miscellaneous Screens, Game AI, Character & Environment Design	93%	The Briefing, Gameplay, and Miscellaneous Screens still need to be integrated into the screen manager. Furthermore, the Misc. Screens still needed to have the load function tested. Also, the Briefing screen had yet to be tested with content (as in storyline dialogue) inside the GUI.

## Milestones

### Milestone 4 (Feb 22) - Mission 1

- Complete Gameplay Screen - Basic
- Integrate AI into Gameplay
- Mission 1 Map
- Add Talents to Talent Screen
- Integrate Briefing Screens into Gameplay Controller
- Sprites - Player, Projectiles, City Landscape

### Milestone 5 (Mar 22) - Mission 2 & 3

- Add magic and Tech 2 weapons
- Mission 2 Map
- Mission 3 Map
- Sprites - Early Enemies, Forest Landscape

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- Effects - Magic
- Boss Design
- Poster for Senior Design Showcase

### **Milestone 6 (Apr 26) - Mission 4-7**

- Mission 4 Map and Boss
- Mission 5 Map
- Mission 6 Map
- Mission 7 Boss
- Sprites - Later Enemies, Bosses, Characters
- Effects - Boss Abilities
- User Manual
- Demo Video

## Milestone 4 Task Matrix

	Bryan	Dan	Paul	Scott	Stephen	Total
Finish Gameplay	10%	10%	0%	0%	0%	100%
Integrate Screens	12.5%	25%	25%	25%	12.5%	100%
Sprite Sheet and Sprites	20%	0%	0%	0%	80%	100%
Level Design	0%	70%	30%	0%	0%	100%
Update Briefing Screens	0%	0%	50%	50%	0%	100%
Implement AI and Scripting	50%	50%	0%	0%	0%	100%

### Task Summary:

All of these tasks work towards completing the first Mission of Act 1 of the story.

- **Finish Gameplay:**  
This task is simply to finish the portions of the gameplay screen that were not completed during the last milestone. These include animations, weapon selection, and spell implementation.
- **Integrate Screens:**  
The various screens that have been developed in the first semester must now be integrated into the screen manager.
- **Sprite Sheet and Sprites:**  
The main priority is to create a template sprite sheet to model of the game's sheets after. Next, sprite sheets will be needed for squirrel units as well as the player

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character (as these are the only two types of units that will be animated in the first mission).

- **Level Design:**  
The environment for mission 1 must be planned out. This specifically means planning the design around the gameplay style of the mission. Also, a decision must be made as to what to use for displaying the background imagery and detecting boundaries.
- **Updating Briefing Screens:**  
The framework for dialogue during the briefing screen still needs to be created. Also, the word wrap method for the dialogue needs to be finished. Furthermore, the construction of a class that will read the talent tree xml and create a generic xml for the talent tree.
- **Implement AI and Scripting:**  
Integrate the unit classes with the other gameplay classes. Specifically, this will finalize the collision detections for the different unit types as they interact with the in-game world.

## Sponsor Feedback and Approval

*Please write any feedback after reviewing this plan report:*

"I have discussed with the team and approve this project plan. I will evaluate the progress and assign a grade for each of the three milestones."

Signature: \_\_\_\_\_ Date: \_\_\_\_\_