

Project X

Project plan



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Class: Media-2

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Project description

I am going to be building a clone of the popular game “Crossy road” using Three.js as the main building block. The goal of this game is to move a character through an endless path of static and moving obstacles. We have to go around the trees and avoid getting hit by a car or a truck.

Project goal

The main goal of this project is to design and develop an interactive web-based game inspired by the popular title Crossy Road. This project serves as an opportunity to explore new programming paradigms in 3D web development and real-time rendering while enhancing my game development and interaction design skills.

Learning outcomes

Learning outcome 1: Interactive Media Products

Creating a prototype of a game using a new programming technique

Learning outcome 2: Development and Version control

Working in a git repository and gaining new knowledge to strengthen my technical skills

Learning outcome 3: Iterative design

Receiving feedback and working on points given by users and teachers

Learning outcome 4: Professional standard

Working on documentation and performing user tests

Learning outcome 5: Personal Leadership

Taking initiative to work on something new, to grow my confidence in using unfamiliar tools and libraries, and practice developing a media product in an iterative and user-centered way.

Planing

Week 1

Working on creating the base of the game

Week 2

Additional work on the models in the game and testing

Week 3

Working on received feedback and adding last touches

MosCoW

Must do:

Render a map

Animate the vehicles

Player movement

Adding onstacles

Hit detection and result screen

Should do:

Score indicator

Adding shadow

Working on character model

Could do:

Working on onstacles models

Making map infinite

Won't do:

Making multiple skins

Making a mobile version

Risk assessment

Unfamiliarity with Three.js

There is a risk of struggling with Three.js as it is a new technology for me.

Likelihood: High

Impact: High

To avoid: Allocate extra time in Week 1 to learn and experiment. Start with small test projects and use online resources and documentation.

Technical bugs or performance issues

There may be unexpected bugs or performance problems during development.

Likelihood: Medium

Impact: Medium to High

To avoid: Develop the game incrementally with regular testing. Use Git for version control and optimize models or assets when needed.

Falling behind schedule

There's a risk of not completing all planned tasks on time.

Likelihood: Medium

Impact: High

To avoid: Stick closely to the weekly plan and focus on core features first. Aim to have a basic working version early to allow time for iteration.

Scope creep (adding too many features)

Trying to include too many features might take time away from core tasks.

Likelihood: Medium

Impact: Medium

To avoid: Stick to the MoSCoW plan. Only work on "Should" and "Could" tasks if time permits after finishing the essentials.

3D model limitations or delays

Creating or sourcing 3D models might take longer than expected.

Likelihood: Medium

Impact: Low to Medium

To avoid: Use simple placeholder models during development. Focus on gameplay first, and polish visuals later if time allows.

Project coach

For a project coach I have chosen Maikel