The Plight of Pip: Wrath of the Riper
Purpose of the document:

This Inception Report defines the scope of this project. This document will be used by the Rascally Saints’ mentor, John Perkins-Buzo, in measuring the team’s understanding of this project’s initial business requirements. This document will serve as a binding tool between Mr. Perkins-Buzo and the Rascally Saints team to clarify the scope and units addressed.
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**Background:**

The number of new indie games produced per year is growing at an astonishing rate. We are currently in one of the biggest game title booms in the history of the video game industry. So why produce a game in such a saturated medium? Besides having a deep passion for game development, the Rascally Saints team believes there are many other reasons to develop a game at this time.

First, many games from the current boom are unoriginal. The proposed project is not the first of its kind, but it is a member of only a very small category of games, which has been lacking in high-quality titles for many years.

Furthermore, there have been few attempts at blending the genres as intended by this project. Some of the rare examples are Link Between Worlds and Mario Odyssey to a degree. When we look at these games, we see success! They took the market by storm and compelled gamers to invest both time and money into these games. While some of their success can be attributed to their existing fanbase and franchises that Nintendo has carved out for them, they have proved a market exists for these types of games: a market with few competitors.
Objective:

The Game:

In this project, the Rascally Saints team hopes to deliver a side-scroller/top-down dungeon crawler hybrid game titled “The Plight of Pip: Wrath of the Riper”. This game will contain 11 unique areas that the player can freely traverse during any point in their playthrough. The player will be awarded a piece of a larger weapon at each island that they can assemble and use to defeat the main antagonist. Furthermore, many islands reward the player with recruited allies, called “Buddies”, that they can employ like tools or gadgets. These will be awarded at various times and places throughout the world and will aid them in navigating that island and other islands as well. Each playthrough will feature an “impending doom timer”, which displays the remaining time the player has to win the game and defeat the antagonist. Should they fail to do so in time, the player will lose the game and will have to reload from a previous point to continue. Parts of the game will reward the player with more time, while others may punish them with a loss of time.

Assets:

The assets for the game will be developed "in-house" by the Rascally Saints team or by freelancers that they recruit at their discretion, potentially with the help of their mentor. These assets include:

- Static Assets that will represent terrain, buildings, props, interactables, etc.
- Animated Assets that will represent moving terrain, NPCs, Enemies, Hazards, etc.
- Background Music for islands, dungeons, etc.
- Sound Effects that will give life to animated aspects of the game.
Technology Details:

The game will be developed within the game engine Godot. This engine was chosen because it is well documented and it is free and open source. This cuts down on the budget in terms of both time and money, because the engine will be quicker to learn and there will be no subscription cost for using the engine.

The coding for the game will be done in GDscript. The reasoning behind this selection is the ease of development it gives when working with Godot. If it becomes necessary, the team may replace some scripts in the game with C++ scripts that will be recompiled into the game engine. This will be done only for optimization and when deemed absolutely necessary.

The Time Frame:

The project will start on September 11th 2018 and conclude on May 4th 2019. At this point it will be delivered to Steam where it will make its market debut.
Project Scope:

What this project is:

This project covers the development and implementation of a side-scroller/top-down dungeon crawler hybrid game. Included in this is the creation and gathering of art assets to use, development of main and side plot-lines, planning of level designs and maps, and the development of code that pertains to the inclusion and presentation of the previously stated items.

What this project is not:

This project covers almost every aspect of game design. The most notable exception is the creation of a game engine itself. This is provided by the Godot engine. The team plans to only add the implementations of the game and mechanics on top of the existing engine. Should it become necessary for performance, they will write their own scripts in C++ and recompile the engine, but Godot will remain the primary component of the engine.
Project Deliverables:

What we plan to deliver:

- Project Inception Report
- Requirement Specification
- Project Design Document
- Studio Website for Marketing
- Software Package Deliverable to Steam

Project Assumptions and Constraints:

Assumptions:

- That Godot will be an intuitive game engine to work with.
- That there exists a large enough pool of royalty-free, free art assets to use if needed.
- That there exists contractual artists that will assist in asset development.

Constraints:

- There is strictly NO budget available for this game. Freelancers will need to be heavily negotiated.
- The team has a limited amount of time to be able to prepare the game deliverable. Work will need to be diligently handled.
- School, classes, and extracurricular commitments will prevent the team from working on the game full time.
Team Organization:

The project will be completed with the work of the Rascally Saints team and John Perkins-Buzo. Perkins-Buzo will participate in guidance of the Rascally Saints team and in assisting them in the development of proper business and industry documents. The Rascally Saints Studio team will be responsible for the research, development, testing, and maintenance of this project. They are also responsible for the creation and maintenance of business-related documents, determining the project’s scope, and overall project management.

Stakeholders:

- John Perkins-Buzo
- Members of the Rascally Saints Team
  - Candice Sandefur
  - Adam Barron
  - Nathan Jean
  - Michael Mueller

Contact List:

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<tr>
<th>Stakeholder</th>
<th>Contact Person</th>
<th>Phone</th>
<th>Email</th>
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<tbody>
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Project Governance Structure:

Rascally Saints will be continually working alongside John Perkins-Buzo during all phases of the project. Rascally Saints will require John Perkins-Buzo to be available for regular
meetings that will ensure that the team stays on the desired track for the completion of the project.
**Project Management Approach:**

Rascally Saints will be following the PMI model and will be organizing the project into its 5 key areas:

- Initiating: Begins the specific phase.
- Planning: Plan details of the phase. This includes art style for assets or how controls will be laid out for gameplay.
- Executing: Begin working as a team with the given resources to carry out the plan.
- Controlling: Ensure deviations from the plan are properly controlled and that the team is working towards their desired goal.
- Closing: Formally ends the phase and eventually the project.
Methodology:

The team will be using the Scrum methodology for the production of this technology. This methodology was chosen as it is readily supported by the “issues” feature in Github, the team is knowledgeable in using the methodology, and it works best for small teams that develop rapidly.
Risk Management:

There are some inherent risks that come with the undertaking of the project.

- **What if the team cannot get outside artists?** While art assets can be delegated to artists hired by the group, they may not be able to find suitable members to assist them. If this is the case, careful time management by the team leader will need to be done to ensure that all necessary assets are created or obtained in-house.

- **What if assets do not mesh?** The project requires many art assets. If assets are gathered from royalty free sources, there is a possibility that they will not blend well with one another or will fail to meet the team’s artistic vision of the game. To tackle this risk, any failure to find an appropriate asset will result in the team having to create it by hand. Quality control, managed by the team leader, will need to be done to prevent assets from being aesthetically disjointed.

- **What if the team runs out of time?** Time management and diligence of the team and team leader will be required to keep the team on track, since the time frame for this project is very short.

- **What if Godot is hard to learn?** This would cost the project a lot of time, since the team would have to perform research to find a new technology to replace it.

- **What if Rascally Saints loses a team member?** If a team member is lost due to sickness or some other circumstance, the project suffers greatly. The best solution would be for all members to be prepared to take on an increased responsibility. Due to vigilance of documentation and the maintenance of project knowledge within the group offered by Scrum, the team should still be able to stay on track if they lose a member.
## Detailed Work Plan:

### Major Milestones:

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<th>Milestone</th>
<th>Major Delivery</th>
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| Art Asset Completion                           | • Animations  
• Sound FX  
• ‘Still’ Art Assets  
• Musical Scores  
• Early Game Prototype  
• Designs for Interfaces and Menus |
| Whiteboxing Development Phase Completion       | • Interfaces are implemented  
• Base Game Mechanics complete  
• Many Planned Level Mechanics implemented  
• Early Test Levels developed |
| Level Design Phase Completion                   | • Levels are compiled with assets and previous mechanics  
• Remaining Game Mechanics are developed  
• Game polishing and some early testing is done |
| Testing Phase Completion                        | • The levels are fully polished  
• The game is packaged and ready to be shipped  
• Product has been tested by both developers and sample of intended audiences |
Project Schedule: