

**Group Project: HL2 Modification**

**Group Supervisor: Duncan Rowland**

**Assessment One**

***Group 5 : Work Percentage Allocation Chart for Assessment 1***

<b>043315026</b>	<b>Toby Arnold</b>	<b>19%</b>
<b>06039966</b>	<b>Jason Gunn</b>	<b>20%</b>
<b>052429198</b>	<b>Stuart Horwood</b>	<b>12%</b>
<b>06045447</b>	<b>Kenny Gorton</b>	<b>12%</b>
<b>06032396</b>	<b>Mitchell Williams</b>	<b>20%</b>
<b>05004268</b>	<b>William Davies</b>	<b>17%</b>

## **Introduction:**

As a group we were asked to consider the theme “serious games for serious training” With this in mind, we were required to make a training solution in the form of a half life 2 mod. After many group discussions we decided to create a mod that the technology faculty of the university could use. Our mod will let prospective students move freely around the university interacting with training activities, being assessed on their actions. These activities will be based on the technology faculty and will give prospective students an idea of the courses they can enroll on.

There will only be a limited area of the university available for the player to roam. This is because the player will be allowed to visit only the technology faculty.

After the students complete a set number of activities they will be able to enroll into the university

## **Method:**

During our weekly group meetings, after we had decided on our idea for our project, the main discussion point was what our requirements were going to be. We did this by doing a system analysis. This was done by looking at our system and breaking it down into different sections that we would have to work on. These sections were then made into requirements and were assigned to different group members to talk about.

After analyzing our system we discussed which sections were priorities and which sections weren't so important. They were put into order, with the highest priority at the top and then put into a flow chart and a gantt chart.

## **Requirements:**

Describe the requirements. – How To Function – Quality – Justify Each Reason – Order Them By Importance.

## **Playability:**

### ***Description:***

This is a key aspect of our project. We must ensure that the system is easy to use, and understand for the user. We will do this by creating a user friendly interface, with clear visual aids for their progression through the project.

We will also have to ensure that the system is compatible with as many computer systems as possible; however can only do so much to this as the tools we will be using do have a minimum running specification.

## **NPCs:**

Description:

To complete our project, we are required to create several key characters that the user can interact with. These characters will be computer controlled, and will give the user feedback towards their progression in the game:

- Key information
- New objectives

We also plan to use voices from these members of staff in order to make the mod seem more realistic, and add some familiarization to the user should they then come to the university for a real open day.

## **Graphics**

### ***Description:***

Another vital segment of our project, as stated in our requirements, we are aiming to achieve a visual style reminiscent of Team Fortress 2™. We will do this by utilising existing textures or models, as well as creating brand new ones and editing/creating to a style that fits the requirement being a prototype.

We will also need to make certain that the overall feel of textures and models don't detract from the "simulator" in terms of making it too bland, or too sophisticated in the sense that we want the user to see something visually pleasing with ease to identify artefacts.

## **Game World:**

### ***Description:***

Pretty much the lynchpin in our project, as without this the game will be rendered useless to anyone and everyone, the game world will be built to accommodate the models, textures, and associated artefacts and allow passage between them. Utilising Valve Hammer Editor™, we will create 3 "maps" that are based on the existing campus of our University as per our criteria. These will contain:

- *Non-Playable Characters, whom provide objectives or information (NPCs)*
- *"Brushes", i.e. the building blocks that form the shape and look of the selected areas*
- *Artefacts, such as NPC models, textures, furniture and interactive objects*
- *Scripted Events*

## **Fun and Informative:**

### ***Description:***

The tour must be both fun and informative, as if the player felt neither the desire to continue for lack of interesting stimuli or the system failed to communicate properly the information it is intended to transmit then the purpose of the entire thing is defeated. These attributes could be attained by ensuring that the individual tasks are simple to accomplish yet not so simple as to be repetitive.

## **Audio:**

### ***Description:***

We have chosen the audio within the game a requirement. We have proposed this because we believe it's very important the audio is of high quality, and, unique to our mod.

The audio will involve recording our own sounds. These will include voices of the universities lecturers. To avoid this requirement from failing, we will try to use as much of the default audio as we can, and only record what we really need. This will mean we won't spend too much time on the audio as it isn't a priority. The worst case scenario being we won't be able to record any audio, and will use only default sounds.

## **Branding:**

### ***Description:***

The branding within the game has also been selected as a requirement. The branding is of a high priority, as we want to make a professional mod that can be marketed and used by the university.

The branding requirement can be achieved within the menu and the graphics in our mod. As there is a very low chance that this requirement will fail, and

because it is a high priority requirement, little contingency planning will be put into place, however there are default menu screens, so our mod will still be able to run without this requirement.

**Role Assignments:**

**Ken M Gorton – Audio Technician**  
**Toby Arnold – Asset Director / Artefact Creation**  
**Jason Gunn – Asset Creation**  
**Mitch Williams – 2D Artist**  
**Stuart Horwood – Art Director / Level Design**  
**William Davies – Documentarian**

**Risks:**

**Risk:**

Working with technology, there is an inherent risk of failure with both software and hardware. For example, one or more of us may have problems occur with our hardware.

**Likelihood:**

The likelihood of this event occurring is quite high, there are 6 members of the group, and already 2 of them have had hardware failure.

**Effects:**

If this happens, it will hinder the progress of the project, for the individual concerned, however will not stop it, due to university facilities being available.

**Risk:**

There is also a chance that one or more members may take time off university due to illness, or injury related.

**Likelihood:**

The chances are also quite high of this occurring.

**Effects:**

The effect of illness will depend on its severity. It may hinder, the individuals, and groups progress. It may also render the group member incapable of participating in further group work, thus causing a large set back to the group, and project progress.

**Risk:**

Members could be absent from meetings.

**Likelihood:**

This is quite likely.

**Effects:**

This means that the absent group members will miss out on updated information, about the project. This may also hinder progress, if we are unable to contact the member to distribute work.

**Risk:**

No technology is completely infallible, and data loss occurs quite regularly in the technology industry. Hard drives fail, software corrupts data etc.

**Likelihood:**

This is relatively likely to happen, due to improvements in the reliability of technology this risk is reduced. As well as our ability to create backups, using the university storage, CDs, DVDs etc.

**Effects:**

Data loss should not effect the project to harshly, as backups will be taken regularly, at most the group will have to redo work done since the last backup was taken.

**Risk:**

It is also possible that external factors out of our control will cause hindrance to the project, for example steam may not provide required SDK updates. Or may be down for maintenance for an extended period of time.

**Likelihood:**

It is relatively unlikely that external factors should effect us greatly, especially with us having multiple ways to access our required tools.

**Effects:**

If steam does not provide the required SDK updates, then we may be unable to progress with our initial idea of Team Fortress 2 style textures.

If software required is unable to be accessed, then it may slow our progress.

**Risk:**

There is also a risk that the supervisor will be unavailable for whatever reason, or unable to provide feedback and help.

**Likelihood:**

This is very unlikely to occur.

**Effects:**

If this were to be the case, we would be unable to gain feedback on work, or get required help.

**Avoidance:**

It is impossibly to entirely remove risks, however it is possible to minimize them (See Below).

**Minimisation Strategy:**

To minimise the possibility of risks occurring, all areas of the project will need to be well planned, and extra time will need to be allocated for each stage of development to compensate for any problems which may occur.

**Contingency Plan:**

The fact that we will allocate additional time for tasks to be completed should allow us to fix problems should they occur.