

WORK BREAKDOWN STRUCTURE

1. Planning and Outlining

- 1.1. Outline initial concept
- 1.2. Outline main mechanics
- 1.3. Develop Game Document (on going)
- 1.4. Finalize color palette
- 1.5. Sketch/draft any character/assets
- 1.6. Brainstorm sound design
- 1.7. Sketch GUI layout design
- 1.8. Sketch physical prototype

2. Programing

2.1. In Game Mechanics

- 2.1. 1. Program main physics mechanics
- 2.1.2. Implement colliders and Trigger events
- 2.1.3. Program and integrate midi controls
- 2.1.4. Build Key/Chord Library (for controls)
- 2.1.5. Assign 2 player controls

2.2. Level Mechanics and Game Modes

- 2.2.1. Implement Game mode 1 mechanics (Refer to GD)
- 2.2.2. Implement Game mode 2 mechanics (Refer to GD)
- 2.2.3. Implement Game mode 3 mechanics (Refer to GD)
- 2.2.4. Implement Game mode 4 mechanics (Refer to GD)

2.3. Physical Cabinet Programming

- 2.3.1. Program MIDI LEDs or LEDs to keyboard controller
- 2.3.2. Program GUI Format for touch screen
- 2.3.3. Program outer cabinet LEDs
- 2.3.4. Program/set up speaker/audio output

3. Design

3.1. Character, Object Designs

- 3.1.1. Create Ball design
- 3.1.2. Create mid court net design
- 3.1.3. Create particles/Streak Power-up

3.2. Terrain Design

- 3.2.1. Design Ping Pong court
- 3.2.2. Design visual effects
- 3.2.3. Design lighting effects for court floor

3.3. GUI Formatting and Design

- 3.3.1. Design GUI Assets (Illustrator)
- 3.3.2. Finalize Fonts

3.3.3. Create GUI layout

3.4. Sound Design

3.4.1. Compose Percussion Rhythms 1 (SCORE)

3.4.2. Compose Percussion Rhythms 2 (SCORE)

3.4.3. Compose Percussion Rhythms 3 (SCORE)

3.4.4. Compose Percussion Rhythms 4 (SCORE)

3.4.5. Design virtual instrument bank 1

3.4.6. Design virtual instrument bank 2

3.4.7. Design virtual instrument bank 3

3.4.8. Design virtual instrument bank 4

3.4.9. Synthesize Sound Effects

3.4.10. Design GUI Sound Effects

4. Cabinet Build

4.1. Outer Shell build

4.2. Inner wiring build

4.2.1. Install Computer/Game

4.3. Implement touchscreen monitor

4.6. Install Keyboard controllers

4.5. Implement speaker/headphones channels

4.6. Install LEDs on outer cabinet

4.7. Design Outer Shell