Technical Considerations/Specification Sheet

2D Technical Considerations:

1. What materials do you plan to use? (Pencil, paint, digital etc.)
   Digital.

2. What software do you plan to use? (Photoshop, ProCreate etc.)
   Photoshop.

3. What equipment do you need? (Graphics tablets, Paint brushes etc.)
   Graphics Tablets.

4. What resolution and aspect ratio is the project? What does that mean for each sprite/tiles?
   N/A.

5. How are sprites, tiles and animations structured in the chosen game engine? Talk to the coder!
   N/A.

6. How are you keeping the style consistent from artist to artist?
   We have two 2D artists sat beside each other for easy communication. One is storyboarding for animation cutscenes and the other is making concept art.

Programming Technical Considerations:

1. Which engine and programming language will you use? What are its strengths and limitations?
We are using the Unity engine. It has limitations, but with the simplicity of our 3D models it shouldn’t be a problem for us.

2. **What version of software are you using?**
   
   2017 – 4.3f.

3. **How will your files be structured and named? How will you back them up?**
   
   Backups will be made and placed in our S: Drive.

4. **How are you planning and spreading the work between multiple coders?**
   
   We only have one coder for the game, but if there is a fairly big problem, we will stop work on other things to band together.

5. **In what format / condition / resolution do you need assets from your artists? Talk to them early on!**
   
   N/A.

**3D Technical Considerations Overview:**

1. **What renderer / game engine do you plan to use? (Unity, Unreal, Arnold, Renderman etc.)**
   
   Unity, Arnold.

2. **What shaders will you use? (PBR, Standard Specular)**
   
   Standard Specular as our game has a flat style to it.

3. **What software will you use (Modelling, Texturing, Sculpting, Baking etc.)**
   
   Photoshop, Maya.

4. **Will you have a polycount?**
We won’t have a specific poly count as our game is fairly low polly/low detailed to begin with. There shouldn’t be any framerate issues.

5. **Does the engine’s scale factor and rotation match your editor’s? Are there any polycount issues?**

Yes, we have made sure that the transfer between modelling software and game engine has no scaling problems.

6. **How are you keeping the style consistent from artist to artist?**

The 3D modellers are talking to the lead artist for advice. They are also using reference for similar looking games such as Human Fall Flat.

7. **How are you lighting the world?**

Unity lighting.

8. **How are models and textures imported and arranged in the chosen engine? Talk to the coder!**

Models/Meshes are arranged in folders within the Unity engine for sorting. They are also first saved as FBX files and placed in our shared OneDrive so the coder has easy access to everything they need.

**Animation Technical Considerations:**

1. **What FPS will you animate to?**

   24 frames per second.

2. **What rigging will you have to do? Could this be simplified to make the rigging and animation process easier?**

   We will have only have to rig the main character.
3. **Will you need facial animation? Could you get away without this or is it integral?** (Facial animation can take a long time in addition to other tasks but is not impossible!)

   Facial animation will not be necessary for us. Our character does have a face but it is a stylistic choice to leave it a blank expression.

4. **What renderer / game engine do you plan to use?** (Unity, Unreal, Arnold, Renderman etc.)

   Maya will be used to pre-render the cutscenes.

5. **When will you render? How long will you allocate to rendering?**

   Rendering can either be done in college or at home as our animator has a PC at home, and is only doing animation.

6. **What shaders will you use?** (PBR, Standard Specular)

   Standard Specular.

7. **What software will you use (Modelling, Texturing, Sculpting, Baking etc.)**

   Maya.

8. **Will you have a polycount?**

   No, but our models are all fairly low poly. Only exception being the main character.

9. **How are you keeping the style consistent from artist to artist?**

   Only one animator in our team.

10. **How are you lighting the world?**

    Arnold lights in Maya.