

**Game Scenario**

With the success of Lego games, Mechano want to create a series of 3D games where the user can create and build Mechano models to serve as tools for a Sim City style game model. Their initial plan is to build a 3D Mechano set of construction tools that is capable of being adapted for purpose. Mechano built characters with realistic Mechano parts will be used as the initial 3D models, leading to designed 3D vehicles.

**Game Needs:**

The Company wants the game to be 3D in the vein of Lego and Minecraft. They want libraries of object to be available, interactive pop up menus, and a construction kit that will allow progression between one scenario to another with degrees of difficulty.

**Technical Needs:**

Game needs to be available on multiple formats but initially on standard formats in order to gain financial backing for future dewvelopments.

Game will need DirectX style graphic enhancements for compatibility with PC’s. The application language has to allow for cross platform transfer between formats.

Initial Game will require MEL scripting for animations as the main bulk of animations will be logical and linear.

Will need access to FMV ability playback when demonstrating the working models created by the users.

The Interactive Menu system will require Actionscripting to make it complaint with all formats and make the menus similar in design and animation styles.

The use of OpenGl might be necessary for the in-game guild.

The use of a £D package for the Mechano designs will be neded intially as loing as the objects can be saved as working Nurbs and output as compatible library objects for game engine usage.

Cost and development time

The use of a game engine will be necessary to reduce down production times. The initial testing and demonstration is 4 months for a working model and working menu system and initial production costs will be estimated at £120,000.

**Final Models**

Final models of the working game need to be impressive, they need to have the same impact as Lego in design and quality and it is the Lego game market mechano is looking to share. Cross compatibility and final production to other formats should happen as soon as possible for coding and compatibility as well as API compatibility and adaptation are essential.