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0. About us

Missing.md Team

We put together a group of young developers, each one with his field of expertise, who all had worked together before with satisfying results

- **Team Leader:** Ángel González
- **Programmer:** Pau Pedra
- **Designer:** Aitor Luque
- **Art:** Pau Fiol
- **UI:** Fran Guerrero
- **QA:** Gerard Romeu
- **Management:** Guillem Turmo

Background

Aside of the university projects, some of us took part in the 3rd CITM Jam.

**Best Design Award
at the 3rd CITM Jam**

1. Game Concept

Defend, Explore, Conquer.

Art sneak peak

Provisional Concept Art

What makes our game fun?

1. It's easy to learn, hard to master approach.

2. Having to balance between offense and defense.

3. It's non-linear progression that grants agency.

What makes our game worth It?

1. **A minimalistic approach to RTS**

2. **Complete quests like an RPG, survive like an RTS**

3. **Higher accessibility, wider target.**

2. Development Plan

Milestones

External

Vertical Slice

Alpha

Gold

Internal

Sprints & Objectives

QA & Team Meetings

External Milestones

Vertical Slice

Working Prototype

Core Mechanics and Gameplay

Alpha

Functional Build

Full Implementation

Gold

Polished Release

Bug-Fixing, Balancing and Last Details.

Task	MARCH Week 3	MARCH Week 4	APRIL Week 1	APRIL Week 2	APRIL Week 3	APRIL Week 4	MAY Week 1	MAY Week 2	MAY Week 3	MAY Week 4	JUNE Week 1
2. Vertical Slice	█	█	█	█							
2.1 Base Code	█										
2.2 Adapting Code to STL	█										
2.3 Screen Resolution	█										
2.4 Camera Culling	█										
2.5 Keyboard/Mouse Inputs	█										
2.6 Gamepad Implementation	█										
2.7 Camera Movement	█										
2.8 Camera Zoom (?)		█									
2.9 Transition Manager	█										
2.10 Map Prototype w/ 2 Zones		█									
2.11 Minimap	█										
2.12 Adapt Entity System	█										
2.13 Adapt Collision System	█										
2.14 Implement 2 Units **		█	█								
2.15 Unit Selector	█										
2.16 Basic Combat		█	█	█							
2.17 Basic Town Hall		█	█								
2.18 Implement 1 Resource **		█	█								
2.19 Group Movement **		█	█	█							
2.20 Fog of War **		█	█	█							
2.21 Scene Management			█	█							
2.22 Particle System **			█	█							
2.23 Dialog System **			█	█							
2.24 Quest Manager **			█	█							
2.25 God Mode				█							
2.26 QA & Testing			█	█							
2.27 Basic UI			█	█							
2.28 Basic Audio/Sound			█	█							
2.29 Design 2 Basic Dialogs			█	█							
2.30 Design 2 Basic Quests				█							
3. Alpha					█	█	█	█			
3.1 Final Map With All Zones					█	█					
3.2 Final Minimap					█	█					
3.3 All Units (4)					█	█	█	█			
3.4 Functional Combat							█	█			
3.5 Functional Non-Linear Difficulty							█	█			
3.6 All Buildings (x)							█				
3.7 All Resources (3)							█	█			
3.8 All Particle Systems (5)							█	█			
3.9 All Dialogs (4)							█	█			
3.10 All Quests (3)							█	█			
3.14 All Transitions							█	█			
3.11 Definitive Entities Sprites							█	█			
3.12 Definitive UI							█	█			
3.13 Definitive Audio/Sound							█	█			
3.15 QA & Testing					█	█					
3.? Particle System					█	█					
3.? Dialog System					█	█					
3.? Quest Manager						█					
4. Gold									█	█	█
4.1 Bugfixing.									█	█	█
4.2 Polish both the art and the audio.									█	█	█
4.3 Tutorial Design									█	█	█
4.4 Game Balancing									█	█	█

Internal Milestones

Sprints

1 week long

Task accounting

Postmortem

QA

One Session Per Sprint

Build Stress Test

Team Meetings

Once Per Sprint

Control Sessions

Direct Communication

Delivery Dates

Vertical Slice

Build Delivery
19/04/2020

Presentation
22/04/2020

Alpha

Build Delivery
17/05/2020

Presentation
19/05/2020

Gold

Build Delivery
07/06/2020

Presentation
10/06/2020

Investment Distribution

Vertical Slice

Laying the Foundations

40%

Alpha

Developing the Game

40%

Gold

Polishing the Game

20%

3. Final Words

PROJECT F

A clear and realistic pre-production plan.

Lead by a solid and reliably experienced team.

Bringing the genre to a wider audience.

Thanks!

Does anyone have any questions?

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