

**Missing.md**

**Project F**



# INDEX

1

## Concept of the Game

What is our game and why it is going to work.

2

## Development Plan

Milestone Management and Investment Distribution.

3

## Final Words

What makes our game worth buying among others?





# 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





**PROJECT**

**F**

**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?

---

**PROJECT**

**F**

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 Loop

## Alpha

Functional Build

Full Implementation

## Gold

Polished Release

Bug-Fixing, Balancing  
and Last Details.

[illegible]



# 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% - 24.000€

## Alpha

Developing the Game

40% - 24.000€

## Gold

Polishing the Game

20% - 12.000€



### 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?



[p2.missing.md@gmail.com](mailto:p2.missing.md@gmail.com)



[@missingmd2](https://twitter.com/missingmd2)