Timeline:

Our timeline is shown as follow:

* 10.7 determine the overall schema of the game
* 10.13-10.21 implement the basic functions for a music game
* 10.24- 11.8 rest for about 2 weeks, prepare for mid-term exams
* 11.9-11.15 implement the basic UI-design, implement the function of displaying game story and plot, have a new discussion about the game balance and design.
* 11.16-11.22 Finish all the basic functions of the game, launch our first runnable demo
* 11.23-11.29 Append new game instances, melody, CG, stories and maps
* 11.30-12.6 Polish new game instances, melody, CG, stories and maps.
* 12.7-12.13 Testing, debug, improve user experience etc.
* 12.13-12.22 Finish off, prepare for our presentation.

During the national holiday we have some discussion about our overall expectation towards this game as a team. We discussed the possible way of implement this game and found a solution to combine Mozart’s life story and his work into a game together. We also decided the APIs and game engine etc.

Then in the first stage we will began to implement the game in unity, first we need to implement the basic functions of a music game, the functions that enable user to play a game with some background music (for example, hitting keyboards according to some rhythm).

Then we also think it may be unrealistic to have heavy workload during the midterm exam weeks, and we decided to have a-week-break and focus on our mid-terms.

After mid-term we need to implement the basic user interface, at that time, maybe some of the function will haven’t been implemented, but we should have a demo that looks like a game. And we also need to introduce the story of Mozart into the game, we may use a simple gal-game form to tell the story. At this time, the basic form of the game is almost finished, we need to add more RPG features into this game, so we need to have discussion towards character’s health, reputation and other parameters like this to maintain the balance and keep the game as something fun to play.

By the middle of the November we should have our first playable demo. We should implement all the functions we want to for this game, including (story mode, boss mode, memory mode) three playing mode, (we may give up the some feature if we find the workload too heavy later).

Near the end of November and the beginning of December, we need to add more content into our games, like more stories, CG, characters, bosses, maps, music pieces etc. We’ll try to enrich the meaning and playability. We basically are doing polishing in this stage.

During most of the time in December we’ll do testing and debug, to make sure the game can function normally, we may also try to solve some problems we remained in previous stages. We may also add some feedback feature trying to improve user experiences.

Hopefully before Christmas we can finish the whole project and prepare for our presentation. And concentrate on our final exams after that!

Feasibility

1. Implement a game need high quality art. We can make the art ourselves but it may also be extremely time consuming.
   1. We may pay for some artists to do some art for us. But we may possibly exceed our budget since it’s limited.
   2. We kind of decided to use some art-style that’s simple and not that time-consuming
   3. We may give up the quality of the art a bit, if necessary
2. Most of our group member don’t know Mozart very well.
   1. We may watch the movie Amadeus together when we have leisure time.
   2. We can use some help from Central Conservatory of Music
3. We don’t know much about music, our game may not be a very outstanding music game
   1. We can use some help from Central Conservatory of Music
4. We are not very familiar with Unity, 3D modeling, music composition
5. We have designed many features, and we are not very sure about the workload since we don’t have experience before. If the workload is too heavy, we may give up some of the features.