Rivello Multimedia Consulting

Game Brief

For “Working Title”

OVERVIEW  
History/Context of this idea is…

MOCKUP

DETAILS  
  
**Overview**Title:   
Genre:   
Min/Max Players: 0/0  
Multiplayer: No  
Game Duration: TBD  
  
**Creative**Camera View:   
Graphics: 2.5 D, layered either via MovieClips or Blitting  
Asset Requirements:   
Mockup Comments:   
  
**Technical**Minimum Requirements: Flash Player 10, in-browser, keyboard/mouse  
Integration Requirements: TBD  
  
**Development**Philosophies: Design: Less is more. Development: maintainable & extensible architecture w/ best practices  
Roles Required (Utilization): Front End: 1 Developer (Full), 1 Designer (10%), Backend: TBD  
Timeline:   
  
**Game Design**  
Story:



How to Play:



Why It Is Fun:  



APPENDIX

TERMS FOR REFERENCE  
  
**Development Tracks**

One of the following development tracks is chosen for a project. These are ordered from least complete to most complete final result.

* Proof of Concept: Each major area of the technical spec has been started. Assumptions about the games basic layout, asset size, playability, and fun should be made based on this build.  It may feel like a complete game with a very basic implementation of the rules and with only provisional graphics.
* Engine:  The goal here is a toolset, likely including a reskinnable and extensible but incomplete game.  This is designed to be licensed/sold following customization as needed by clients or licensed/sold as-is.
* Full Production: The end goal here is a software product to be end-user facing.

**Development Stages (Assuming Full Production Track)**

A project in full production moves through these stages in order from top to bottom.

* Discovery: The game idea is conceptual and still on paper.  Visual designs and final gameplay not yet finalized.
* Production-Ready: Game details sufficiently finalized for iterative development.  This does not mean the game is feature-locked and fixed.
* Alpha: The game is running to some degree at this stage. User interface is defined but incomplete and game demonstrates the game play and the overall look and feel.  Changes to gameplay should be made based on this build.
* Beta: All features are functional and complete but game lacks polish.  Final assets are integrated, but the game may not be integrated online yet and splash screens may be incomplete.
* V1: This is the final version of the game. It has been burned onto a CD that is being used as a master for duplication and mass production.
* V2: For the purpose of this document this signifies features that are theoretically possible, but not planned for V1. It serves as an exclusion list for what is offered in V1.