Game Development and Release Plan
Aradhna Rajendran | June 16, 2021

Legend:
- Audio Team
- Visual Team
- Character Creation Team
- Storyboard

Vision: Creating a multiplayer online video game centered in a fantasy-based realm that engages its audience through a unique storyline and complex character customization

2021 / 2022

Task	Timeframe
Write basic storyline for entirety of the game: approximately 15 hours of gameplay	**COMPLETED BY OCTOBER 31**
Alpha release:	December 31, 2021
Use player feedback to alter complete storyline; ensure 80% satisfaction rate or above	**COMPLETED BY BETA RELEASE**
Beta release:	July 31, 2022
Final release:	December 15, 2022
Write detailed storyline for entirety of the game: approximately 15 hours of gameplay, including side content	**COMPLETION BY FEBRUARY 28th**
Use player feedback to make slight changes to complete storyline; ensure 85% satisfaction rate or above	**COMPLETED BY OCTOBER 31**
Create simple character generator: must fit genre of game, create a minimum of 75 variations	**COMPLETED BY NOVEMBER 30**
Improve character generator: increase possible variations to 400, use player feedback to improve existing generator and for ideas for new variations	**COMPLETED BY JUNE 30**
Fix any technical glitches in character generator	**COMPLETED BY FINAL RELEASE**
Design screens for game entry; minimum of 10 loading screens	**COMPLETED BY OCTOBER 31**
Design minimum of 20 loading screens; one for each unique location within the game	**COMPLETED BY MAY 30**
Design game environment based off of storyline; basic shadows, textures, color theme	**COMPLETED BY DECEMBER 15**
Design game environment for entire storyline; add advanced shadows and textures; use player feedback for ideas and improvement	**COMPLETED BY JULY 15**
Add remaining shadows, textures, and colors for newly created landscapes and scenarios use player feedback for ideas and improvement	**COMPLETED BY DECEMBER 15**
Fix any technical glitches in visual aspects of the game	**COMPLETED BY FINAL RELEASE**
Create introduction and loading music	**COMPLETED BY SEPTEMBER 31**
Create combat and environmental music based off new storylines; improve previously created music based off of player feedback	**COMPLETED BY MAY 30**
Add remaining sounds and music for newly created landscapes and scenarios; improve previously created music based off of player feedback	**COMPLETED BY DECEMBER 15**
Create combat and environmental music based off storyline	**COMPLETED BY DECEMBER 15**
Fix any technical glitches in audio aspects of the game	**COMPLETED BY FINAL RELEASE**

Timeline months: August, September, October, November, December (2021); January, February, March, April, May, June, July, August, September, October, November, December (2022)