Group 11 Assignment 1

# **Introduction**

* Game Description.
* Game production approach.

# **Production Process**

* **Planning**
  + Product Requirements and Specifications
    - Requirements
    - Constraints
    - Success Criteria
  + What type of game have we decided on? (based on the above PRS)
  + Target Audience
  + Development Platform
  + **Schedule**
    - Who is responsible for what and why?
    - How many times have we met and the decisions we took
    - Time estimates, when is what due?
    - Were there any discrepancies between the time estimates
* **Production**
  + Design Implementation and Decisions
    - ***This must be guided very much guided by our Success Criteria, the type of Rationale you used to produce in your previous games. Why did we decide on this particular type of game?***
    - Asset Production
      * Using basic shapes for characters, why?
    - Code
      * Basic flow chart of the main mechanic. Why was it designed this way?
      * Why the reuse of existing code?
    - Level Design
      * Type of level and why was it designed this way
      * Collectables, their roles and how they are used effectively
    - Gameplay
      * Overall gameplay and the design rationale behind it
      * Game feel (Controls, Particle effects? Sound Effects? etc)
* **Testing**
  + Did we meet our Success Criteria?
  + Bugs
  + What is our overall impression? (fun? Does it matter?)
* **Post-Production**
  + Fixing the bugs/maybe not (We have Constraints)