Trinity-Strife Plans

1. Gather team members until we have all the positions we require to make the game in its most basic form.
2. First Project: Teaser Trailer
   1. This is just a short trailer (maybe 1 or 2 minutes) that shows players what our game is about, what it’s going to be like, what features it will have. The main purpose of this is so that when someone asks “Oh, you’re working on a game? What is it?” we can just show it to them.
   2. Estimated Time: 1 or 2 weeks
   3. Required Team Members: Concept artist, animator, sound effects, music composer
3. Development and Testing
   1. This will be the time before the first playable release of the game (whether public or not).
   2. Estimated Time: Unknown
   3. Required Team Members: Programmer, Developer, Game Mechanics and Balancing, Sound Effects, Animator, 3D Modeler, Music Composition
4. Closed Alpha Testing
   1. This will begin after the first playable release comes out (which will be v1.0 Alpha) and will end when all the base aspects of the game are finished and working very consistently.
   2. Estimated Time: 1-4 Months
   3. Required Team Members: All
5. Open Beta Testing
   1. This will begin when the first bug-free version containing all basic functionality and everything that is vital to making it what it was envisioned as. This will be a time where the game is open to all players to enjoy, but we are still adding in new content. It will end when we decide that the game is”Complete” (This will be at v1.0 Final).
   2. Estimated Time: God only knows
   3. Required Team Members: All
6. Release of Game
   1. This will be when the game is considered complete and we no longer make any drastic changes to it. We may add things like new characters and such, but no base game features will be changed.
   2. This is when the project is considered complete.
   3. Not even going to try to put an estimated time, because I have no Idea.