

Production Plan Document

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Some links that can give you a deeper look on the subject

Intro – Main purpose

Avoid Chaos defining a production strategy

“Out of the +30.000 new products introduced every year to the market, 95% fail.”

–Clayton Christensen



Intro - Content



Objective

What are we trying to accomplish?

A release?
Implement a new feature?



Tasks

The different tasks needed to complete the objective



Resources?

What do we need to complete each task (people, software, budget, time)



Deadline

The time limit in which we have to fulfill the objective

Intro - Uses

- Memory
- Documented information
- Team organization
- Budget management
- Helps with investors



Intro - Updating

3 cases:



Size

Bigger projects
update in longer
time periods



Working method

The way you are
producing the
game may affect
as well



Forced

Changes on
budget or
deadlines could
force to rearrange
some things



Market Study

A look into how other games have built
and maintained their Product Plan
document

Market - Green Hell

GREEN HELL ROAD MAP

AUTUMN 2018		WINTER 2018/19		SPRING 2019							
ANIMAL UPDATE 	<ul style="list-style-type: none">- NEW ANIMALS- NEW BUILDING TYPES- NEW PLANTS- NEW CHALLENGE: HUNTER	WATER UPDATE 	<ul style="list-style-type: none">- NEW MAP AREA- NEW WATER ANIMALS- SWIMMING & DIVING- FISHING- FISH TRAPS- NEW WATER PLANTS- NEW CHALLENGE: ANGLER	COMBAT UPDATE 	<ul style="list-style-type: none">- NEW HUMAN ENEMY- ARMOR SYSTEM- HUMAN TRAPS- AI BEHAVIORS- AI DAMAGE SYSTEM- NEW CHALLENGE SCENARIO	MUD BUILDING UPDATE 	<ul style="list-style-type: none">- MUD CONSTRUCTIONS- FORGING- NEW ITEMS & CRAFTS- NEW CHALLENGE SCENARIO	FULL RELEASE STORY MODE UPDATE 	<ul style="list-style-type: none">- FULL STORY MODE- NEW MAP AREAS- NEW HUMAN ENEMY- NEW CHALLENGE SCENARIO	FREE DLC CO-OP MODE UPDATE 	<ul style="list-style-type: none">- COOPERATIVE MODE

AND MORE...

Market - Destiny 2 (I)

The image shows a screenshot of the Destiny 2 Development Roadmap as of April 11, 2018. The roadmap is organized into four main columns representing different seasons. Season 2 (1.1.4) is marked as 'DEPLOYED' and includes updates like 'Go Fast' and various sandbox changes. Season 3 (1.2.0) is in development, with updates planned for 'Warrind' and 'MAY 8', including seasonal crucible rankings and exotic weapon masterworks. Season 4 is divided into 'SUMMER' and 'SEPTEMBER' updates, featuring new seasonal events, faction rallies, and gear collections. A disclaimer at the bottom states that delivery dates have been revised since the last publication of this roadmap.

S E A S O N 2		S E A S O N 3		S E A S O N 4	
1.1.4	Go Fast DEPLOYED	1.2.0	Warrind MAY 8	SUMMER	SEPTEMBER
<ul style="list-style-type: none">Weapon/Ability Sandbox ChangesIron Banner 6v6Weekly Crucible Playlist: Mayhem/RumbleCrucible Ammo and Gameplay TuningCrucible Quitter PenaltiesRepeat Crucible Map / Strike ProtectionExotic Repetition ReductionNightfall Strike Unique RewardsCompanion Vendor Viewing		<ul style="list-style-type: none">Seasonal Crucible RankingsPrivate MatchesVault Space IncreaseMulti-EmoteExotic Weapon MasterworksSeasonal Vendor ProgressionExotic Weapon Sandbox ChangesHeroic Strike ModifiersNightfall Challenge Cards		<ul style="list-style-type: none">New Seasonal EventFaction Rallies ImprovementsBountiesPC Clan ChatExotic Armor Sandbox Changes*	<ul style="list-style-type: none">Gear CollectionsRecordsWeapon Slot ChangesWeapon RandomizationAnd more (yet to be revealed)



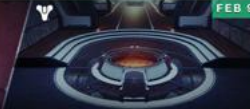











*These features have had their delivery dates revised since the last publication of this roadmap

Market - Destiny 2 (II)

DESTINY 2 SEASON OF THE CHOSEN

FEBRUARY 9 - MAY 11

NEW PVE ACTIVITY • NEW STRIKES • NEW WEAPONS AND ARMOR • NEW EXOTICS • NEW ORNAMENTS • NEW STORY CONTENT • GUARDIAN GAMES • UMBRAL ENGRAMS
NEW ARTIFACT • NEW TRIUMPHS AND SEALS • THE H.E.L.M. • INFAMY AND VALOR BOOSTS • TRIALS OF OSIRIS • IRON BANNER • SEASONAL CHALLENGES

 <p>BEHEMOTH AND HAILSTONE BATTLEGROUNDS</p>	 <p>DEVIL'S LAIR AND FALLEN S.A.B.E.R. STRIKES OPEN</p>	 <p>H.E.L.M. COMES ONLINE</p>	 <p>STASIS ASPECT QUESTS BEGIN</p>
 <p>TRIALS BEGINS: EARN NEW ARMOR, WEAPONS, AND MORE</p>	 <p>CLEANSING BATTLEGROUND</p>	 <p>ORACLE BATTLEGROUND • IRON BANNER</p>	
 <p>PROVING GROUNDS STRIKE OPENS FOR SEASON PASS HOLDERS IRON BANNER</p>	 <p>PROVING GROUNDS STRIKE ENTERS PLAYLIST FOR ALL PLAYERS PROVING GROUNDS NIGHTFALL</p>	 <p>IRON BANNER</p>	
 <p>GUARDIAN GAMES</p>		 <p>GUARDIAN GAMES CLOSING CEREMONY</p>	

AVAILABLE FOR FREE TO ALL PLAYERS

REQUIRES SEASON OF THE CHOSEN

REQUIRES DESTINY 2: BEYOND LIGHT

AND MORE...

Market - The Cycle



The Road Map for The Cycle: Frontier is presented on a dark blue background. It features three columns, each with a character illustration on the sides. The first column, 'ALPHA V', shows a female character in a blue and black tactical suit. The second column, 'ALPHA VI', shows a male character in a brown and black tactical suit. The third column, 'CLOSED BETA', shows a male character in a brown and black tactical suit. Each column lists specific updates and features. At the bottom center is the 'THE CYCLE' logo, which consists of a stylized 'C' with a small figure inside, and the word 'THE CYCLE' to its right.

ROAD MAP



ALPHA V

(14/15 DEC)

- IMPLEMENT COMMUNITY FEED-BACK (FOCUS: BALANCING)
- TEXT CHAT CHANNELS
- VOICE CHAT IN MATCHES
- CONTRACT: BRIGHTCAPS
- ABILITIES: STIM BOOST, TRENCH GRENADE, SURVEILLANCE WARD
- CENTRAL AREA REWORK

ALPHA VI

(JAN 2019)

- REGION-BASED MATCH-MAKING
- IMPROVED SCALABILITY
- OVERHAUL OF STATION UI & UX
- NEW RANGED ENEMY
- CONTRACT: SALVAGE
- CHARACTER CUSTOMIZATION
- ABILITY MODS
- ENVIRONMENTAL STORYTELLING



CLOSED BETA

(SPRING 2019)

- CONTRACT DEPTH
- SKILL-BASED MATCH-MAKING
- LOBBY & SPAWN OVERHAUL
- GEARSET TEMPLATES
- NAVIGATION TOOLS REWORK
- THE CYCLE THEME MUSIC
- ENVIRONMENTAL STORYTELLING
- REGULAR UPDATES

THE CYCLE

Selected Approach

Let's build our document!



Selected Approach (I)

Things to consider:



Current situation



Resources



Academic environment



Result: 2 different documents (general / release)



Selected Approach (II)

Document 1: general plan

Content:

- Release name and deadline to handle
- Features included on each release (indicating their importance)

Update: when we get new information about the next release

Use:

- General view on the project
- See if we are going on a good pace

Examples - General

	Vertical Slice	Alpha	Gold
Due date	xx/xx	xx/xx	xx/xx
Features	<ul style="list-style-type: none">● Feature 1● Feature 2● Feature 3● Feature 4● Feature 5● Feature 6	<ul style="list-style-type: none">● Feature 1● Feature 2● Feature 3● Feature 4● Feature 5● Feature 6	<ul style="list-style-type: none">● Feature 1● Feature 2● Feature 3● Feature 4● Feature 5● Feature 6

Formats: excel, PDF, psd

Selected Approach (III)

Document 2: release plan

Content: tasks we have to do to implement the features

Team organization: tasks will be assigned to team members

Task management: every task should have an importance level, current status, and small description if needed

Update: when we start developing the next release

Use: keep track of our progress

Examples - Release

Next release:

Due date:

Tasks

Task 1

Task 2

Task 3

Task 4

Task 5

Task 6

Importance

High

High

High

Medium

Low

Low

Assigned to

Member
1

Member
2 & 6

No one

Member
4

Member
5

No one

Status

In
process

Done

Revising

In
process

To do

To do

Description

Bla bla
bla

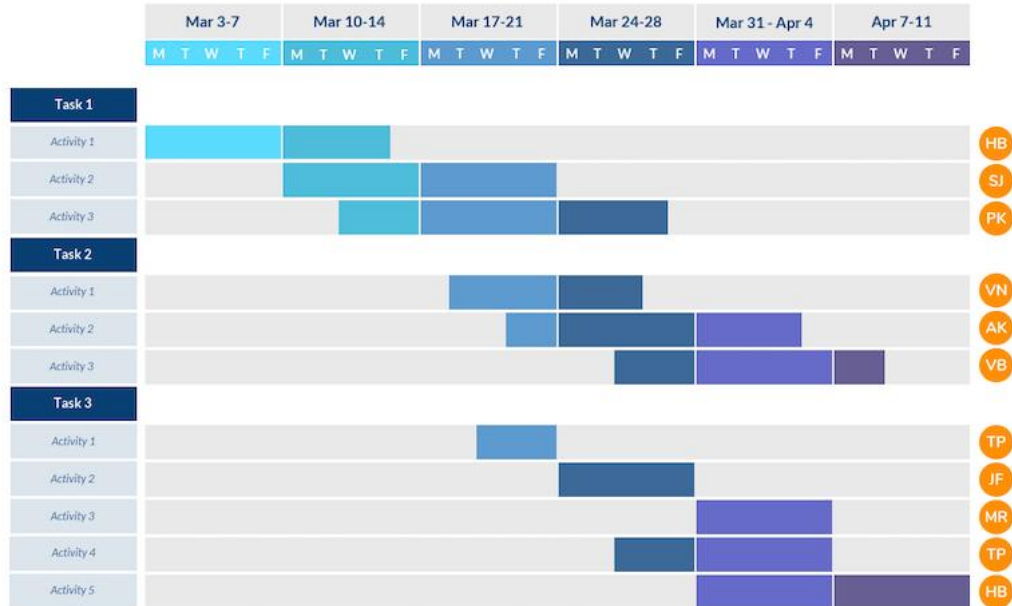
Bla bla
bla

Formats: excel, PDF, trello, HacknPlan

Examples- Gantt Chart

 **Secure.ly** The Premiere Privacy App

PROJECT STATUS



Possible Improvements



Time

Expected time to complete each task / Calculate how much time it actually took to complete



Knowledge

Is there a team member specialized in some area?



Target Audience

Helps prioritize certain tasks so the game is more appealing



Sprint Log

A document to log all sprint meetings, their dates & information

Resources

Documentation

- [How to create a product plan](#)
- [Examples of product roadmaps](#)
- [Tips for a good production plan](#)
- [Green Hell development roadmap](#)
- [Destiny 2 development roadmap](#)
- [The Cycle development roadmap](#)
- [Gantt chart maker](#)

Tools

- [Trello](#)
- [HacknPlan](#)

GITHUB REPOSITORY

TEMPLATES





Thanks!

Do you have any questions?



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