PROJECT MANAGEMENT

We have created full summary about developing our game. The following graph shows all phases and parts. Which are finished, and which will be next.

6 months   12 months   18 months   24 months   30 months   36 months

Pre-Production

Conceptualize and research game ideas

Determine project scope, budget, and timeline

Create a game design document (GDD) outlining game mechanics, characters, story, and gameplay

Develop a project plan and schedule

Prototype gameplay mechanics and test ideas

Production

Create game assets, including art, music, and sound effects

Develop the game engine and integrate assets into the game

● Implement gameplay mechanics and features

● Debug and test the game regularly

● Follow an agile development process, creating iterative builds and testing regularly

● Iterate on gameplay mechanics and features based on player feedback

Quality Assurance & Early Access

● Test the game thoroughly to identify bugs, glitches, and performance issues

● Perform both manual and automated testing

● Conduct focus group testing with a small group of players to gather feedback

● Release the Early access to a wider audience for further testing and feedback

● Gather comprehensive feedback from players and iterate on the game

● Develop a marketing plan to promote the game, including creating a website, social media accounts, and press releases

● Coordinate with distribution platforms to release the game to a wider audience

Release Post-Release

● Launch the game to the public

● Monitor player feedback and engage with the community

● Support the game with bug fixes, updates, and new content releases

● Analyze data and user metrics to improve the game

● Continue to iterate on the game based on player feedback and maintain the game's success and longevity

PRESSENT   RELEASE

Finished Tasks

Concept

- Define our target Audience and find out the market share
- Examine the statistics and find out the progression of similar games and the entire genre on the market over the last 5 years
- Compared to existing games in the same genre in terms of graphics, length, setting, game mechanics. And the success of different titles with similar elements.
- Precise placement of individual game mechanics depending on the story and game time
- Program prototypes of individual game elements and separate parts, let try some gamers and gather feedback.

Determinate project

- Objectively assess the scope of the project, the team required for its realization and the production of individual parts.
- Do a survey of similar titles, in relation to the budget. Estimate the final budget and its individual parts and provide a timeline of the necessary costs
- Set individual milestones. Determine everything necessary for their implementation and the next procedure after their completion
- Risk assessment and determination of progress in critical phases of development.

Prototype mechanics

- Creating individual gameplay elements.
- Determined gameplay options of the player, and adjusting their scope in connection with the progress of the story.
- Tested mechanic with playable options and abilities.
- Created inventory and item. item proposal and already necessary, for story arcs or game event or side and optional.balancing the mutual interaction of multiple elements.
- Rough construction of the game world.
- Design of NPCs and their placement in the game world.

Assets

- Writing a complete list of things.
- Completion of the Asset model.
- Determining the standard of quality, setting, detail, size and possibly finishing the model in the modeling program.
- License control for external assets, their stabilization and correct inclusion.
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Pre-contemplation | Contemplation | Preparation | Action | Maintenance

Enablement Zone | Enagagement Zone

DEVELOPMENT PLAN

We have created complete summary about developing our game. The following graph shows all phases and parts. Which are finished, which are partially finished and which will be next.

6 months   12 months   18 months   24 months   30 months   36 months

Pre-Production

Conceptualize and research game ideas

Determine project scope, budget, and timeline

Create a game design document (GDD) outlining game mechanics, characters, story, and gameplay

Develop a project plan and schedule

Prototype gameplay mechanics and test ideas

Production

Create game assets, including art, music, and sound effects

Develop the game engine and integrate assets into the game

● Implement gameplay mechanics and features

● Follow an agile development process, creating iterative builds and testing regularly

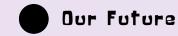● Iterate on gameplay mechanics and features based on player feedback

Quality Assurance & Early Access

● Develop a marketing plan to promote the game, including creating a website, social media accounts, and press releases

● Coordinate with distribution platforms to release the game to a wider audience

● Test the game thoroughly to identify bugs, glitches, and performance issues

● Perform both manual and automated testing

● Conduct focus group testing with a small group of players to gather feedback

● Release the game to a wider audience for further testing and feedback

● Use closed or open beta testing, depending on the team's needs

● Gather comprehensive feedback from players and iterate on the game

Release Post-Release

● Launch the game to the public

● Monitor player feedback and engage with the community

● Support the game with bug fixes, updates, and new content releases

● Analyze data and user metrics to improve the game

● Continue to iterate on the game based on player feedback and maintain the game's success and longevity

Completed

● Our Future

PRESSENT   EARLY ACCESS   RELEASE