

# PRODUCTION PLAN

## Trick Shot VR



Team Tigers

Design by:  
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Programming by:  
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Art by:  
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Tiana Knobloch  
Mackenzie Hart  
Jack Pabis

# PRODUCTION PLAN – TRICK SHOT VR

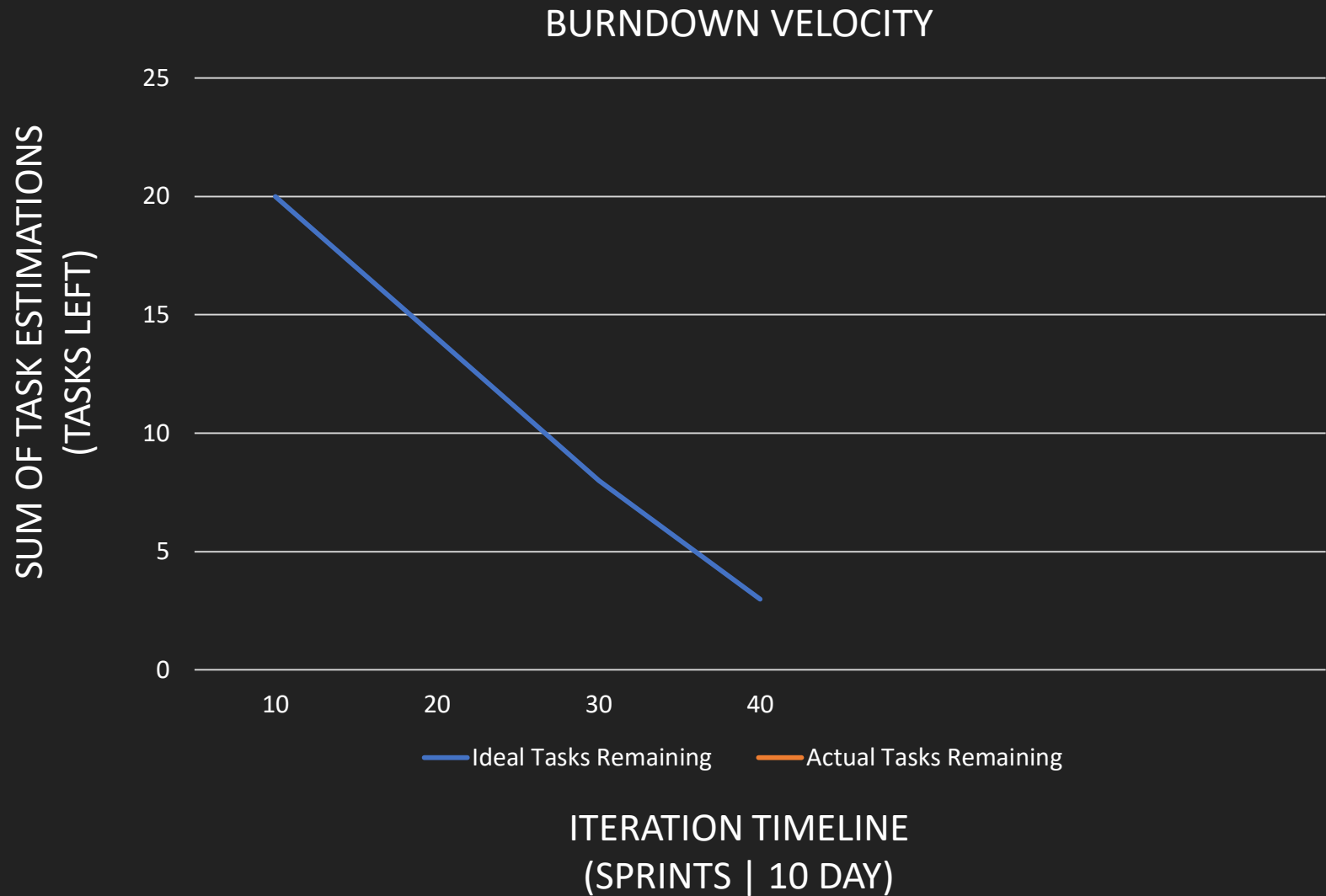
## PROJECT GOALS



- **TARGET AGE:** 8+
- **BUDGET:** \$5,000,000
- **TIME-FRAME:** 60 DAYS
- *STYLIZED ART STYLE*
- *SATISFYING TRICK SHOT FEELING*
- *INNERVATE THE TRADITIONAL BASKETBALL CARNIVAL GAME.*
- *KEEP THE FEELING OF BEING AT A CARNIVAL*

# PRODUCTION PLAN – TRICK SHOT VR

## DEVELOPMENT SCHEDULE – 40 Day | Fortnight Sprints



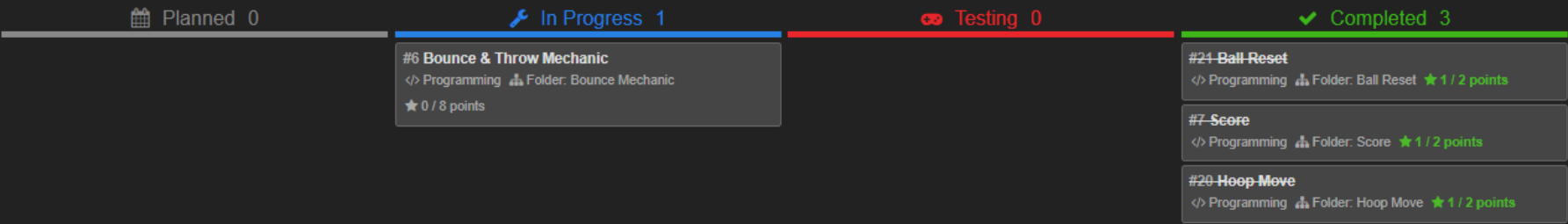
# PRODUCTION PLAN – TRICK SHOT VR

## TASK DESIGN MODEL

 Folder: VR Trick Shot Main (3)
 Folder: Programming (4)
 Folder: Bounce Mechanic
 Folder: Score
 Folder: Hoop Move
 Folder: Ball Reset
 Folder: Art (12)
 Folder: Ball
 Folder: Basketball Hoop
 Folder: Scoreboard
 Folder: Wall
 Folder: Pillar
 Chapter: Target
 Folder: Pole
 Folder: Floor
 Folder: Flags
 Folder: Arcade Machine Shell
 Folder: Light Bulb
 Folder: Art Bible
 Folder: Design (4)
 Folder: Final Testing
 Folder: GDD
 Folder: Level Design
 Folder: Audio Design

# PRODUCTION PLAN – TRICK SHOT VR

## SPRINT 1 – PROGRAMMING SPRINT

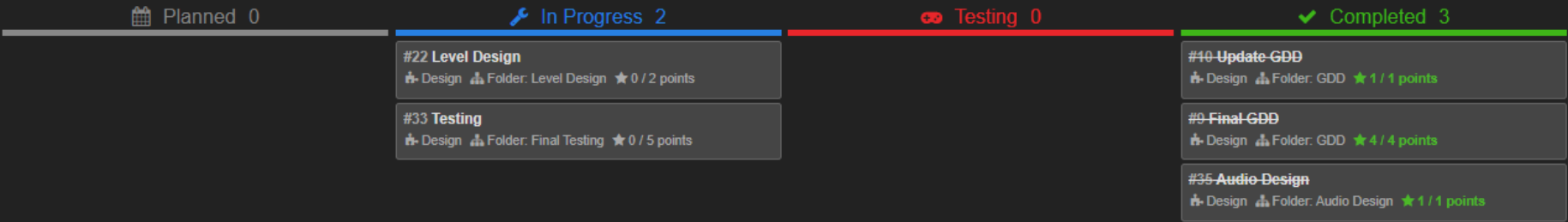


ESTIMATED POINTS FOR HOW DIFFICULT AND LONG THE TASK WILL BE, LESS POINTS GIVEN WHEN ITS DONE FASTER.

PROGRAMMERS TASKS.

# PRODUCTION PLAN – TRICK SHOT VR

## SPRINT 2 – DESIGN SPRINT



ESTIMATED POINTS FOR HOW DIFFICULT AND LONG THE TASK WILL BE, LESS POINTS GIVEN WHEN ITS DONE FASTER.

DESIGNERS TASKS.

# PRODUCTION PLAN – TRICK SHOT VR

## SPRINT 3 – ART SPRINT

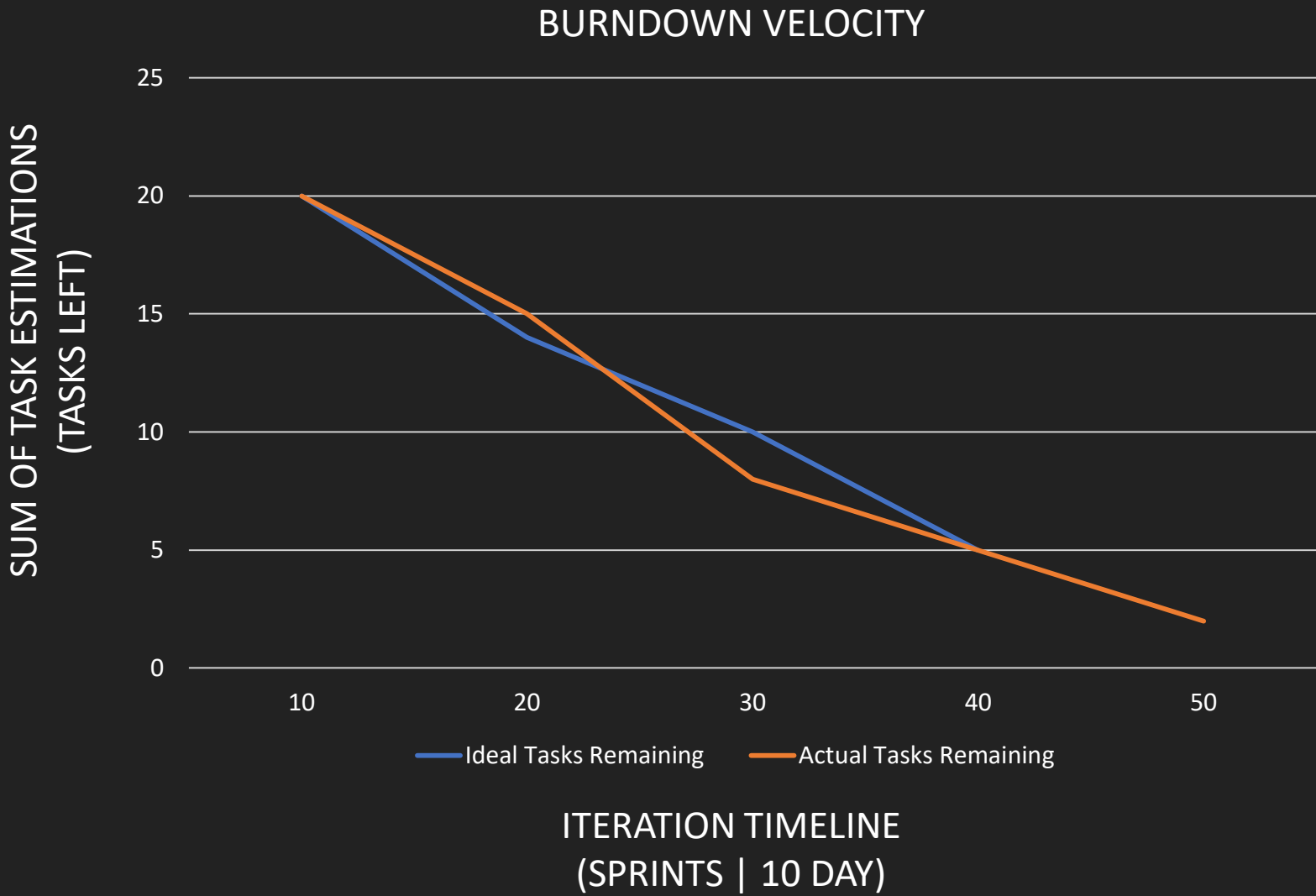
📅 Planned 2	🔧 In Progress 3	👁️ Testing 7	✅ Completed 10
<div>#24 [POLISH GOALS] Game Sign</div> <div>🖼️ Art ⭐ 0 / 1 points</div> <div></div>	<div>#27 Lighting</div> <div>🖼️ Art</div> <div></div>	<div>#30 Particle Effect - Dust</div> <div>🖼️ Art</div> <div></div>	<div>#45 Wall</div> <div>🖼️ Art ⭐ 3 / 3 points</div> <div></div>
<div>#26 Post Processing</div> <div>🖼️ Art ⭐ 0 / 3 points</div> <div></div>	<div>#32 Texturing</div> <div>🖼️ Art</div> <div></div>	<div>#29 Particle Effect - Confetti</div> <div>🖼️ Art</div> <div></div>	<div>#43 Arcade Machine Shell</div> <div>🖼️ Art ⭐ 2 / 3 points</div> <div></div>
	<div>#31 Particle Effect - Sparkles</div> <div>🖼️ Art</div> <div></div>	<div>#28 UV Unwrapping</div> <div>🖼️ Art</div> <div></div>	<div>#3 Target</div> <div>🖼️ Art 🗂️ Folder: Art ⭐ 2 / 4 points</div> <div></div>
		<div>#16 Floor</div> <div>🖼️ Art 🗂️ Folder: Art ⭐ 0 / 2 points</div> <div></div>	<div>#47 Pole</div> <div>🖼️ Art ⭐ 1 / 1 points</div> <div></div>
		<div>↓ #23 [POLISH GOALS] Balloons</div> <div>🖼️ Art</div> <div></div>	<div>#44 Pillar</div> <div>🖼️ Art ⭐ 1 / 2 points</div> <div></div>
		<div>#18 Flags</div> <div>🖼️ Art ⭐ 0 / 2 points</div> <div></div>	<div>#40 Lightbulb</div> <div>🖼️ Art ⭐ 1 / 1 points</div> <div></div>
		<div>#8 Scoreboard</div> <div>🖼️ Art 🗂️ Folder: Art ⭐ 0 / 2 points</div> <div></div>	<div>↓ #25 [POLISH GOALS] Teddy Bear Prize</div> <div>🖼️ Art ⭐ 1 / 1 points</div> <div></div>
			<div>#2 Basket Ball Hoop</div> <div>🖼️ Art 🗂️ Folder: Art ⭐ 1 / 2 points</div> <div></div>
			<div>#4 Basket Ball</div> <div>🖼️ Art 🗂️ Folder: Art ⭐ 2 / 2 points</div> <div></div>
			<div>#34 Art Bible</div> <div>🖼️ Art 🗂️ Folder: Art Bible ⭐ 2 / 3 points</div> <div></div>

ESTIMATED POINTS FOR HOW DIFFICULT AND LONG THE TASK WILL BE, LESS POINTS GIVEN WHEN ITS DONE FASTER.

ARTISTS TASKS.

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## FINAL BURNDOWN VELOCITY





THANKS A BUNCH!  
QUESTIONS?



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