

# Alternate Realities

## Production Document Template

Include Project Name

Include Team Member Names

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### Milestones

*For each of the milestones below, list the following:*

- **Overview.** *A 1-3 sentence general description of the experience at that state in terms of major features.*
- **Interaction.** *What aspects of interactivity will be finalized at this milestone? What will a playtester be able to do? Remember to include help functionality, tutorial, menu screens, and other elements “outside” the core experience.*
- **Technical development.** *In terms of technical challenges and accomplishments, what are the elements of the program that will be complete by this milestone?*
- **Visual and audio assets.** *For each major asset type, list the state that this asset will be in at this milestone.*

**Alpha** (week 10)

**Beta** (week 12 -presentation)

**Final** (week 15)

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### Risks & Uncertainties

*What are the biggest unknowns in your project right now? These can be design-based (you don't know the core interaction), technology-based (you're not sure how you are going to handle multiplayer interaction), production-based (right now you need a 3D designer on your game), etc. List **AT LEAST 3** uncertainties. For each uncertainty, propose the steps you will take to begin addressing and resolving the uncertainty.*

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## Task List

*List the tasks that each team member is focusing on for each of the following periods.*

Week 8  
Week 9  
Week 10 - Alpha  
Week 11  
Week 12 - Beta  
Week 13  
Week 14 - Final

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## Platforms and Tools

*Answer the following:*

- *Along with Unity, what are other tools you will need for the audio, visual, and other components of the game?*

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## Code Separation

*Break your experience down into the smallest units you can describe in one or two words. Use this as a rough starting point for your object oriented design. Examples:*

- *CameraRig*
- *Controllers*
- *AudioManager*
- *UserInterface*
- *Interactable*
- *etc.*