

Alternate Realities

Production Document Template

Include Project Name

Include Team Member Names

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 11)

Beta (week 14 - presentation)

Gold (week 16)

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.*

Task List

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

Week 10
Week 11 - Alpha
Week 12
Week 13
Week 14 - Beta/Milestones
Week 15
Week 16 - Gold

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?*

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.*

Assets

File Format

Specify the file format(s) art and sound assets should be delivered in. Note variable settings such as bit depth and compression.

Naming Convention

Specify the naming convention to be used by content producers.

Resolution

What is the resolution(s) of your game?

Animations

How are animations handled by your platforms? Will artists be producing spritesheets or working with baked animations from Maya, etc.