

Deliverables, Assets, and the Production Backlog

A Deliverable is a tangible and measurable result, outcome, or product that must be produced to complete a part of your project.

For game designers it may vary considerably with the size, the nature of the project and the platform

Some items listed may be:

- **pitch docs**
- **levels**
- **mechanics**
- **animations**

Example deliverables list for game designers:

CHARACTERS

Main (1)
Supporting (2)
Customers (4)

GAME MECHANICS

Walk Around Level
Take Orders
Deliver Food
Avoid Colliders
Pick Up Objects
Patience Level Adjustments

ENVIRONMENT

Café Exterior
Café Interior

ANIMATIONS

Characters Movement
Food Appear/Disappear
Order Complete

SOUNDS

Customer Enters Cafe
Customer Decides Order
Register/Sale
Background Music
Tap On Food
Food Delivered

UI

Main Menu
Options
Credits
Level Map
Tutorial
Game Panel
Level Summary
Scenes/Story

For for artists, some items listed may be:

- **set pieces**
- **hero props**
- **Animations**
- **character models**

Example deliverables list for artists

PERSONAL DELIVERABLES

SET PIECES:

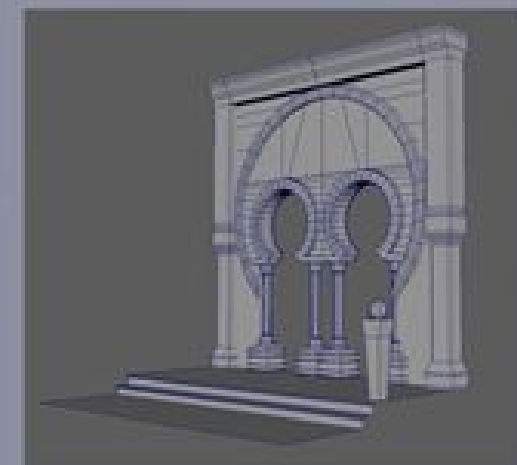
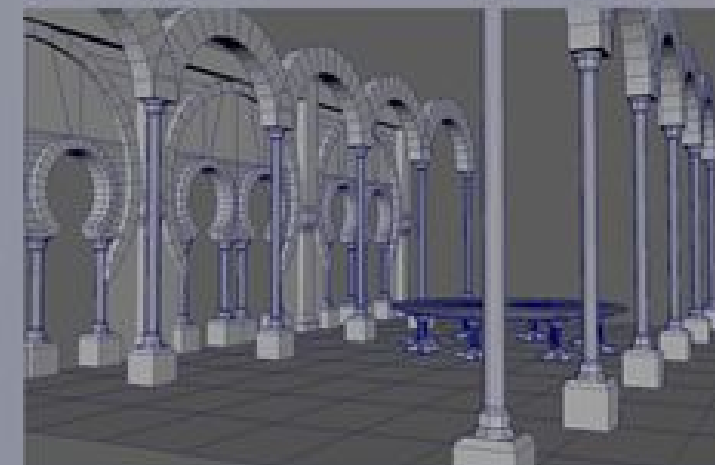
- One interior environment: The Council Chamber
 - Hero props: Council Table, Throne, Hearth
- Contribution to collaborative exterior environment: The City Gates
 - Gatehouse, Bridge, Bridge Tower

MODULAR PIECES:

- City Wall (straight and corner pieces)
- Council chamber walls
- Windows, Doors
- Columns
- Arches
- Architectural Embelishments
- Low poly buildings behind the wall/in the distance

PROPS:

- Small table, council chairs
- Tapestries, banners, penants, shields
- Chests, cups, plates, maps, scrolls, books, candles



Asset List

Identify all assets for your game. This will help you create a schedule:

- **Concept Art**
- **Levels**
- **Models**
- **Sounds**
- **FX**
- **UI elements**

Deliverables for Concept Artist

4 Characters:

- **1 male**

Helmet

Backpack

- **1 Female**

- **2 Creatures**

4 Environments:

Area One (Ice Region)

- **1 Exterior**

- **1 Interior**

Area Two (Fire Region)

1 Exterior

1 Interior

ASSET LIST

THESIS > CAMI'S ENCHANTED CAFE

CHARACTERS

Main:

Cami: runs the shop; cooks food; processes orders
Elements: Character body, movement animation, apron

Supporting:

Aaron: Cami's husband; occasionally helps in the shop; adds bonus to customer tips || Elements: Character body, movement animation

Zoe: Cami's bestfriend; occasionally helps in the shop; adds bonus to customer patience || Elements: Character body, movement animation

Customers:

Elder: patience level (100) || Elements: Character body, movement animation

Casual Adult: patience level (50) || Elements: Character body, movement animation

Working Adult: patience level (25) || Elements: Character body, movement animation

Teen: patience level (15); Elements: Character body, movement animation

ENVIRONMENT

Café Exterior (viewed from shop interior)
Backdrop of Grimsbly Cove
Café outdoor seating

Café Interior

ANIMATIONS

Food

Appear on counter
Appear on tray
Disappear on counter
Disappear on tray
Food being compiled

Order Complete

Order in bag disappear on counter
Order in bag appear on counter

Money taken from customer

Characters

Cami

Walking
Facial Expressions
Standing
Working with Food
Cleaning

Aaron

Walking
Facial Expressions

Zoe

Walking
Facial Expressions

Elder

Walking
Facial Expressions

Assets

Main Structure of Building

Floor Panels_Corner
Floor Panels_Side
Walls
Roof_Front
Roof_Rear
Pillar_Front
Pillar_Mid
Pillar_Rear
Platform_Side
Platform_Corner
Awning (with bubble light and wires)
Foot
Door
Roller Gate
Platform_Deck
Platform_wires
Stairs
Ladder
Guardrail_Round_Corner
Guardrail_Sharp_Corner
Guardrail_Side
Shopsign
Gate spotlight
Wall lamp
Light box billboards
Water pipes (Five separated parts)
Air exhaust(Five separated parts)
Fencewall

Various Props

Bar table
Bar chair
Outdoor table
Outdoor chair
Shelf panel
TV screen
Vending Machine_A (Red)
Soda can for VMA
Vending Machine_B (Blue)
Soda can for VMB
Basestation
Cargo_box
Barrel_A
Barrel_B
Steel Workbench
Trash bin (with lid)
Bubble lights and wires
Grid net panel
Chain link fence panel
Multiple metal trash(For filling up the scene)
Cable (Spline mesh)
Tube (Spline mesh)
Water Pipe (Spline mesh)
Glass cup tall
Glass cup short
Dish (with knife and fork)
Tarp

Ice bucket
Bottle_Beer
Bottle_Rum(WineA)
Bottle_WineB
Bottle_WineC
Bottle_WineD (with pourer)
Bottle_WineE (with pourer)
Bottle_WineF (with pourer)
Bottle_WineG (with pourer)
Decal Rusty Leak
Decal floor dirt
Decal Poker card
Decal manu

Environment

Skybox nebula
Gaint moon
Terrain
Cloud
Branch x3
Heigh Grass x2
Rock x2
Mud layer
Distance fog

Visual Effect & Other

Shop sign neon
TV Screen noise
Neon light blinking
Bubble light blinking
Signal light twinkling
Rain shield Fabric wind-motion
Bubble light wires wind-motion
Planets Rotation
Floating dust (Particle)
Firefly (Particle)
Camera vector

Production Backlog

What is it?

The production backlog is a high-level document for the entire project. It contains broad descriptions of all required features, wish-list items, prioritized by project value. It is the “what” that will be built. It is a dynamic document that changes as you develop your project.

Production Backlog (Game Designers)

What does it contain?

- Itemized list of all assets for game
- Animations, Sprites, Models, Concepts, Sound FX, Music, Icons, etc.
- Ok if details are just best-guesses
- (text, spreadsheet, or whatever works)
- May also map item to filename of acquired

[Example production backlog:](#)

| | | | |
|--|-----------------------|--|---------------|
| <u>Gameplay Backlog</u> | | | |
| | | | |
| <u>To-Do List</u> | Priority (1-5) | Solution | Status |
| Example: Breaking player input | 4 | everything.sln, go to "x" and change value "y" to 10 | Not Completed |
| | | | |
| <u>Round Setup and Spawning</u> | | | |
| Round cannot start until minimum of 2 players join. | 1 | | |
| Server waits 30 seconds after 2nd player joins to allow for larger population. | 3 | | |
| Randomly select one player to be the "First Hunter, "assign to Hunter team, and instantiate | 1 | | |
| Assign remaining players to Scientist team and instantiate. | 1 | | |
| Prevent First Hunter from leaving spawn area for 45 seconds | 2 | | |
| Prevent Scientists from leaving spawn area for 20 seconds | 2 | | |
| IDEAL: Have Scientists sitting at random seats, unable to move for 20 seconds, then stand players up and free their movement | 5 | | |
| Power Failure occurs and changes conditions in Cafeteria & Infirmary | 4 | | |
| New players are assigned to Spectator team | 3 | | |
| IDEAL: New players are assigned to Hunter team and spawned away from Scientists | 5 | | |
| | | | |
| <u>Player Controls</u> | Priority (1-5) | Solution | Status |
| W,A, S, D Directional Movement for Hunters and Scientists | Completed | Automatically established through Source settings | Completed |
| Default Hunter movement speed = 1.5x faster than scientists | 1 | | |
| Hunter: Shift Key = Silent walk (unlimited, same speed as Scientist default speed) | 2 | | |
| Scientist: Shift Key = Limited sprint (10 seconds, same speed as Hunter default speed) | 2 | | |
| Hunter: Left-Click (Mouse) = Attack swing | 1 | | |
| Hunter: Right-Click (Mouse) = Attack swing | 1 | | |
| Scientist: Left-Click (Mouse) = Lean left | 4 | | |
| Scientist: Right-Click (Mouse) = Lean right | 4 | | |
| IDEAL: Scientist: 'E' Key = Pick up, move, and drop physics-based objects | 5 | | |
| | | | |
| | | | |
| <u>Player Interactions</u> | Priority (1-5) | Solution | Status |
| Hunter attack (if Hunter mouse clicks when in range of scientist, triggers Scientist death) | 1 | | |
| Scientist death (Scientist loses all health, player loses control) | 1 | | |
| Scientist turns into Hunter, reassigned to Hunter team (happens immediately after death) | 1 | | |
| | | | |
| <u>Individual Level Rooms</u> | | | |
| Cafeteria/Kitchen | | | |

Minimum Criteria: Game Designers

- **Game Pitch**

- **Game Title**
- **Elevator Pitch**
- **High concept**
- **Genre**
- **Unique Hook(s) that make your product stand out as worthy of a master's degree - such as deep storytelling in a genre not known for it or how it helps someone somehow, such as a serious game, or maybe:**
 - **Add an interesting player mechanic**
 - **Modify standard player mechanic**
 - **Add a new ability**
 - **Offensive**
 - **Defensive**
 - **Movement**
 - **Add an element from a different genre**
 - **Come up with an interesting visual style**
 - **Come up with a unique way of using the target platform**
- **Intended Audience**
- **Platform**

- Any special needs or strengths or weaknesses of the platform are identified and addressed
 - Poly counts
 - Memory allowed
 - FPS needed
- Story is
 - conveyed through the game
 - interesting and avoids common tropes / clichés
 - has a point / purpose
- Rough Concepts
 - Roughly define art style and look of game
 - Define where they are going to get assets
 - Classmates
 - Asset store
 - Polished designer placeholders
- Research / reverse engineer similar or competing games
 - Define standard mechanics of genre
 - Breakdown of competing game mechanics, plan how to do something better or at least try something new
- Controls mapped to the controllers of the platform of choice on that controllers image with callouts

- **Beatchart, Writeup, and Papermap, (if applicable) paper or digital but showing grid lines, per level or stage including enemies and events including placeholder cinematics**
 - **Is the level layout interesting?**
 - **Does it make good use of gameplay mechanics?**
 - **Is there good pacing and progression?**
 - **Proper tutorial elements in the papermaps**
 - **Mechanics used**
- **Layout the list of screens needed and mockup/wireframe, to correct scale, the interface and in-game screens per mode, such as battle mode or story mode**
- **Identify the core mechanics and separate into categories. Such as:**
 - **Player Movement**
 - **Enemies**
 - **Time travel**
 - **Swords**
 - **Magic**
 - **Leveling**
 - **Multiplayer**
 - **Hook**
- **Full spec for each and all core mechanics**

- **Production Plan**

Homework Assignment

- **Complete your asset list for your thesis**
- **Game Designers must complete their Production Backlog**
- **Asset list and backlog must be integrated into presentation document**