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| FREAKY ISOPODS |
| PRODUCTION DOCUMENT |

# Document Version History

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| **Version** | **Author** | **Date** | **Comment** |
| 1.0 | Jose R.  Kaylee F.  Joel M. | 06/08/24 | Created document, Added SWOT analysis |
| 1.1 | Jose R.  Kaylee F. | 13/08/24 | Added Sprint Plan, Started Burndown chart |

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# SWOT Analysis

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| **Kaylee** | Positive | Negative |
| Internal | ***Strengths***   * Art, drawing and Design * Creature Design * Environment Art * Modelling * Team management | ***Weaknesses***   * Programming Knowledge * Rusty with Unity * Audio Design * Organic Assets / Uv Unwrapping |
| External | ***Opportunities***   * Marketability * Teamwork | ***Threats***   * Part time work interrupting workflow |

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| **Joel** | Positive | Negative |
| Internal | ***Strengths***   * List some strengths   Programming | ***Weaknesses***   * List some weaknesses   Marketing experience |
| External | ***Opportunities***   * List some opportunities   I know some Americans that make games and music and music for games | ***Threats***   * List some threats   Increased workload due to double study, minimal time to work on project |

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| **Jose** | Positive | Negative |
| Internal | ***Strengths***   * Team Player * Problem Solver * Patient * Dedicated * Collaborative * Diverse Game Knowledge | ***Weaknesses***   * Self-Critical * Competitive * Prone to procrastination |
| External | ***Opportunities***   * Ample working time * Diverse network | ***Threats***   * Competing commitments * Me time required * Poor time usage |

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| **Team** | Positive | Negative |
| Internal | ***Strengths***   * Accessible controls interface | ***Weaknesses***   * Significant potential to become over-scoped |
| External | ***Opportunities***   * There’s a gap in the market for a Lemmings-like | ***Threats***   * Inexperience with development within the genre |

# A screenshot of a project management Description automatically generatedSprint Plan