**Monochrome**

**“Release Plan”**

Team CS

GAM 150

Spring 2018

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***Release 1: 1st Playable***

**Goal of release**

The goal of the first release is to develop Monochrome’s basic mechanism. It is difficult to apply new mechanics at this point. So, the core mechanics, such as changing colors, moving the character, and getting inputs will be the goal for the two weeks. Implementing the rules will be the job after accomplishing the goal.

**Must have features**

**-Collide between player character and platform (20%):**

This will be the first step to developing any other mechanics, and cannot move onto other features without it.

**-Movement of player character (20%):**

This also is a basic element of a platformer game. To solve the puzzle, player character must be able to move.

**-Color change of player character and platform (30%):**

Changing colors will be the core mechanic of Monochrome. Not only does it serve as a key to solving puzzles, it also has a connection with the rule of Monochrome; player cannot stand on a platform with the same color as the player.

**Should have features**

**-Interaction between player character and platform (20%):**

As stated above, the interaction between player and platform depending on their colors will be the rule of the game, and is an important mechanic for the puzzles.

**Nice to have features**

**-Design player character (10%):**

A player's character has great benefits in themes and stories. However, it is not as important as rules and mechanisms, so it is less importance than others.

## *Release 2: Alpha*

**Goal of release**

Basic mechanics and framework will be prepared at this point. Therefore, the goal of this week is to get the grasp of implementing the game’s rule and mechanics, and finally making playable stages with the applied rules and mechanics. Preparing for the playtest, these two weeks will be much tougher than the weeks before.

**Must have features**

**- Player character’s color-emitting ability: Projectile (20%):**

Player’s ability to emit colors into a projectile is a mechanic directly connected to platform controls. It will be a must-have feature for stages after obtaining colors.

**-Platform Controls: transform, rotate and destroy (35%)**

Platform controls will be the biggest feature of this game, and properly utilizing this mechanic will be important for designing the game, and playing the game.

**-Change platform’s color which collide to projectile (20%):**

Changing colors of the platform also is a mechanic connected to platform controls, and will be an important mechanic connected to the rules and solving puzzles.

**Should have features**

**-Implement liquid object (15%):**

Liquid will be an important object for game design. As it is the only way to change the player into red, green and blue, it is needed for stage designs and should be done by these weeks.

**- Insert least sound (5%):**

Sound is not high on priority compared to other systems, but is needed for players on playtest. The least amount of music and sound effects will be inserted by this point.

**Nice to have features**

**-Implement mirror object (5%):**

It is possible to implement Mirror object (changing black platforms to white and vice versa), considering platform color controls will be done by these weeks. However, it is optional compared to others, and is low on priority.

## *Release 3: Beta*

**Goal of release**

The technical issues of Monochrome will be organized at this point. The main components to focus on will be mostly non-technical. After adding the features based on UI, story, artwork and music, Monochrome will be close to complete.

**Must have features**

**-Print out text for tutorial and story (20%):**

Some explanation is very helpful for player understand rule and mechanism of this game. Also, this game has awesome story. Therefore, for implement both, print out text is necessary.

**-Implement Menu, UI, HUD (20%):**

Menu, UI and HUD is needed to help the player easily get information while playing the game.

**-Insert proper sounds (20%):**

Inserting the least amount of sound was the goal, at the alpha’s. At this point, sound will become important and will be inserting various music and sound effects to support the story and fit the mood of Monochrome.

**Should have features**

**- Implement the Background Mechanism (20%):**

As a part of the story, background mechanism is needed to describe the environment. If done successfully, the background’s color will change depending on which color the player chose to dye the totems in the story.

**-Implement save point (10%):**

Having multiple stages and an amount of playtime, saving the state of the game will be needed, to prevent resetting the game whenever the player leaves.

**Nice to have features**

**-Implement credit state (5%):**

Credits is not very necessary, but it is not complicated and doesn’t take long making it.

**-implement property window (5%):**

Property window is important, but it doesn’t have a significant impact on the game’s level of completion. It is nice to have, but is low on priority.

## *Release 4: Final*

**Goal of release**

The game is near complete at this state. The main goal of the last one and a half week will be adding small elements that doesn’t greatly impact the game, but are low on priority and helps the player understand the game and story much better.

**Must have features**

**-Implement hints (60%):**

In harder stages of the game, making hints pop up by certain pressing a certain key will be needed. The stages will become much more complicated than the earlier designs, so hints will be a nice way to help the players who have hard time on Monochrome’s puzzles.

**Should have features**

**-Add cut scenes (20%):**

Multiple ending routes is a main feature of Monochrome and its story. Cutscenes should be prepared to help the player understand the story.

**Nice to have features**

**-Add Easter egg (20%):**

Easter eggs are not essential, but they certainly have an influence upon the game. Although not needed, it is a good option to think about if possible.