**Assignment 8: Refined Character Rig + Post-Launch Strategy & Community Management**

**Objective**

To create a new character rig using Blender's Rigify addon, refine it based on testing to ensure smooth animation, and deliver the final rig as a .blend file. Additionally, develop a detailed post-launch strategy and community management plan for the game.

**Part 1: Refined Character Rig (Technical)**

Create a new character model and rig it using Blender's Rigify addon. Perform refinements to ensure the rig is fully functional for animation and gameplay, focusing on fixing issues related to skinning, deformations, and rigging controls.

**Tasks**

* **Character Creation and Rigging**:
* Design a new character model in Blender.
* Use Blender's Rigify addon to generate a rig for the character.
* **Testing Animations**:
* Create at least two different pose/action animation clips (e.g., walking, jumping, running, fighting) that align with your game project’s needs to test the rig’s functionality.
* **Fix Deformations**:
* Identify and resolve issues such as mesh stretching or unnatural deformations by refining weight painting or adjusting the Rigify rig.
* **Refinement**:
* Ensure the rig includes intuitive controls for animators, such as facial expressions, fingers, and other required movements, leveraging Rigify’s control system.
* **Deliverable**:
* Deliver the final rigged character as a .blend file (not .fbx) ready for integration with a game engine.

**Documentation (200–300 words)**

* Describe the process of creating and rigging the new character with Rigify, including challenges faced (e.g., setting up Rigify’s metarig, aligning bones, or weight painting) and solutions applied.
* Discuss any modifications made to improve animation quality or ease of use for game implementation.

**Part 2: Post-Launch Strategy & Community Management Plan (Document)**

Add a new section to your Game Business Plan (800–1000 words) covering post-launch plans and community engagement.

**Post-Launch Strategy**

* **Updates & Patches**:
* Outline your approach to addressing bugs, glitches, and gameplay balance post-launch, including the process for rolling out patches and updates.
* **Post-Launch Content**:
* Specify whether you will release additional content, such as DLCs, seasonal updates, or new levels, after the main game release.
* **Metrics & Feedback**:
* Identify key metrics to track for success (e.g., sales, player retention, user reviews) and describe methods for gathering player feedback.

**Community Management**

* **Building an Audience**:
* Detail how you will keep players engaged post-launch (e.g., creating a Discord server, Reddit page, or other community hubs).
* **Player Interaction**:
* Explain how you will interact with the community (e.g., Q&A sessions, contests, live streams) and specify communication channels (e.g., social media, forums).
* **Fan Support**:
* Describe post-launch player support, including customer service, bug reporting, and regular updates.
* **Community-driven Content**:
* Indicate whether mods or user-generated content will be supported, and explain how you will manage and involve the community in this process.

**Evaluation Criteria**

* Technical quality and improvements in character rigging using Rigify (animation smoothness, proper deformations).
* Creativity and relevance of post-launch strategy and community management.
* Realism of post-launch content, updates, and community interaction plans.
* Depth and clarity of strategies for long-term game success.