

Where your dreams become video games

## Team Integrators



<u>Pau Motta</u> - Designer



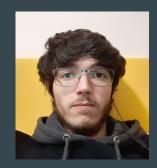
<u>Ignasi Pardo</u> - Lead



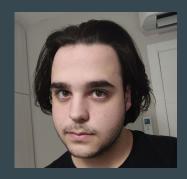
Marc Ruiz - Designer



<u>Isaac Colomer</u> - Artist



<u>Isaac Digón</u> - Programmer



<u>Oriol Valverde</u> - Artist

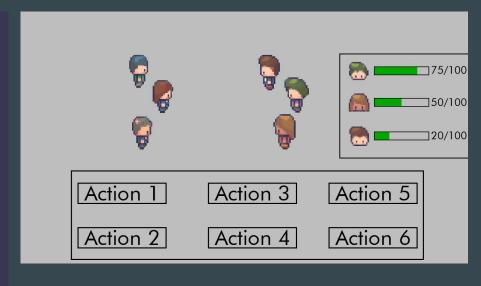
# CARONTE MANDATE

#### Caronte Mandate

























#### Game Pillars

STORY DRIVEN GAME MAKE THE NARRATIVE INTERESTING TO KEEP THE PLAYER ENGAGED NOT CONFUSING BE A KEY FACTOR FOR THE GAME







#### Milestones Calendar

Sprint Calendar														
Núm.	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Start Date	01/03/2021	08/03/2021	15/03/2021	22/03/2021	29/03/2021	05/04/2021	12/04/2021	19/04/2021	26/04/2021	03/05/2021	10/05/2021	17/05/2021	24/05/2021	31/05/2021
Finish Date	07/03/2021	14/03/2021	21/03/2021	28/03/2021	04/04/2021	11/04/2021	18/04/2021	25/04/2021	02/05/2021	09/05/2021	16/05/2021	23/05/2021	30/05/2021	03/06/2021
Duration (Days)	7	7	7	7	7	7	7	7	7	7	7	7	7	4
торо	- Game Concept Planning	Wiki Deliveronce: - Welcome Page - GDD - TDD - GUIDD - Audio Bible - Art Bible - Production Plan - QA Plan	- Render Text and Blit Textures - Sprite Ordering and	edits) - HUD (Base	- Map rendering - Orthogonal mouse detection - Entity Manager and Pathfinding	- Battle Balancing - Animations - Effects and Particles Assets - Audio Module - Spatial Audio	Vertical Slice Deliverance and Release  - Useful week for any objective Delay, Testing and Debugging  - Profiling	- Particle System - Dialog System and HUD - Scene Manager - Canero Follow and Transitions	- Fog of War - Finish Walkable Map - Polish Animations	- Video Player - Cutscene Manager - Finish Audio Module	Alpha Deliverance and Release  - Useful week for any objective Delay, Testing and Debugging  - Prototype Playtesting Sessions	- Polish/Bug fixing	- Playtesting Sessions	Gold Deliverance and Release - Useful week for any objective Delay Testing and Debugging

- 3 big Milestones → Vertical Slice / Alpha / Gold
- 13 weeks and 4 days since March 1st.
- Several "Sprint" weeks before the deliverance of every big Milestone.
- Weekly Releases with Testing Periods.

## How the team will invest the money?



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Vertical Slice:
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        Engine Development.
        Core Systems.
        Maps and HUD's.

Alpha:
        Delays.
        Secondary Systems.
        Polishing and Balancing.

Gold:
        Playtesting.
        General Fixing.
```



## Thank you! Hope you like it!



Follow the development on GitHub! Also check the <u>Releases Section</u> every week!