



Production Plan

Ike Hunt - Designer/Programmer, Tyler Bourgeois - Co-Team Lead/Designer, Gavin Kannangara - Co-Team Lead/Art Lead, Rebecca Disley - Art/Designer, Gary Gullage - Narrative Lead/3D Designer, Brandon Rorke - Programming Lead, Stephanie Csikasz - 3D Designer, Shavon White - Narrative, Landon McPhee - Producer

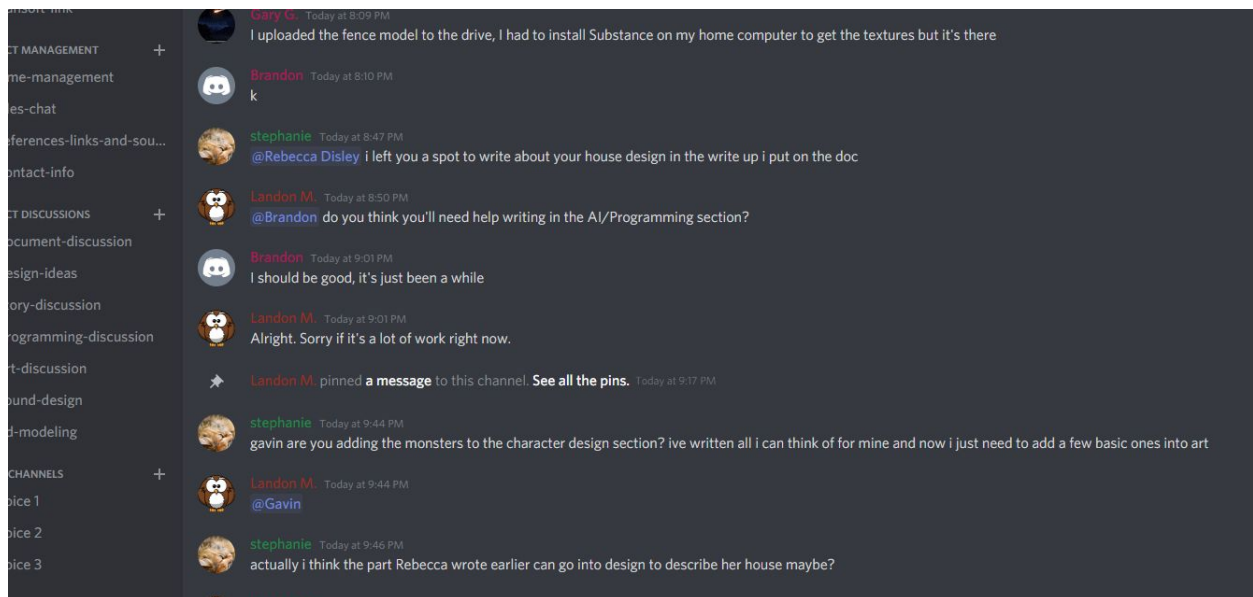
Beta Production Plan:

In regards to working towards beta with our current team breakdown a lot of the focus of our production has shifted. Originally when the project started, our scope was very high, and we have since controlled the scope of the project to highlight more aspects of the game's original pitch and it's mechanics.

Team Management

Large changes were necessary to the structure of our team given recent events and the departure of our original team lead Ike Hunt, and the absence of Shavon White. Given the nature of this development we met as a team and decided as a group our priorities and tried our best to raise confidence moving forward despite the challenges. Tyler and Gavin were instrumental in this push to bring the team together and as such took on the roles as Co-Leads for the project. Their work has helped keep the team on track and effective through the challenges we have faced recently in development. Their leadership and the continued meeting of the team will help move us towards a successful Beta release.

Our team has developed a less document heavy plan for production as clear communication and open dialogue as a team has proved to be more effective as a method for keeping the team on task and motivated for each milestone.



Communication via discord will be our primary meeting method given the cancelations to being able to meet Face-to-Face.

Asset Creation

In regards to creating assets we met as a team and discussed our priorities moving forward and we decided that on top of making sure the game works, we wanted players to make sure they actually had a world to move through when playing it, so necessary assets became a focus for our 3d designers and we itemized them moving forward towards the Alpha and Beta releases.

LOCATION	OBJECTS	Artist (First Pass)
Village	Green = Alpha Blue= Beta Purple = Beta/If time	Red= if time
Lab Zone(Gardens and Trees)		
	-Evergreen, Oak and birch Trees (or at least one for variety from other trees we have)	
	-Flower Beds	
	-Raised Garden for farming	
	prof	stephanie
Beach & Ocean (Rope Bridges)		
	-Willow Tree	Gary
	-Drift wood	
	-Raft	
	-Large Wooden ship Destroyed	Gary
	Bridge (Completed)	Gary
Ice Cave(IceCube Monster Introduced)		
	-Fire pit active	
	-Torches	
	-Stalactite and stalagmite	
	-Snowman (in our monster style)	
	(.. the ice guy could be introduced by jumping out from behind one?)	
	Ice Character	
Swamp (Boss Fight, include fog?)		
	-Dead Trees (Completed)	Tyler
	-Long tree branches and sticks	Tyler
	-Long Grasses	
	-Lily Flowers	
Village Assets		
	Houses Type A	Rebecca

This is a screencap of our current spreadsheet outlining priorities and assets we have deemed important for Alpha and Beta, and others depending on if there is time. Moving forward Designers will be referring to this part of our production plan to see which assets they can and should be working on as the project moves towards beta. We will also be using our weekly meeting times to discuss what assets are done, and where progress is on others so we can continue to assess the situation.

Mechanics & Programming

Currently our only technically adept programmer is Brandon, and moving forward we understand a lot of work can be put on him with implementation, to help to try and counteract this bottleneck, we have tasked a few of our designers to test their assets in

engine (Unity) before contacting Brandon with them for implementation. This will hopefully mitigate any possible problems as Brandon inputs them into the game. Odd jobs and any assistance will be left to the executive team to work alongside Brandon and manage the workload to be appropriate and not overbearing.

Narrative

Moving forward our Narrative lead Gary will be directing most of his efforts towards developing 3d assets and working in Blender. When priorities shifted in house we decided it was best to lower the story priority for Beta build, as it likely would not be up to standards under the current implementation deadlines. With the losses we had to our programming team it was deemed necessary.

The work that has been done towards the narrative will still be present in the working Narrative Documentation, and we appreciate all Gary did for it.