Fantastic Five: Feedback for Pre-Production

Vision Canvas: Looks like you made the changes necessary to make this a very good canvas. Well done. One of your core pillars is written as an experience: *Players will feel like a thief…* Could be written easily to *Player will act like a thief as they…* In core pillars you say *Player will gain buffs through tools acquired and utilized* while in Player Experience you mention Customization, are they the same? If so, please clarify, if not Customization probably needs to be added to the pillars or removed from the experiences. I still see disguises under Core Pillars and magic seems to be used to enhance the player (from the Art Style Guide) but I don’t see magic as an element of the Vision Canvas except in the World area. Also, there is the issue of the companion from the art style guide (see below).

Game Loop (High Level): This looks good, it is high-level and clarifies the flow of the game.

Art Style Guide: This look good, a bit more detail (concepts or examples) showing the gameplay would be helpful. The characters are clear as well as the environments but its not clear to me how a combat might occur. The appearance of the Companion is new and should be reflected in the Canvas as well as the feature list, specs, TDD and milestones. A Companion can be a large amount of extra work and needs to be accounted for.

The Feature List: You have magic in specific areas here but not in player experience or core pillars on the Canvas.

The Feature Specs: This is missing. It should detail, at a very low level, how each feature works. The information supplied should be very low level, data about sight range, movement range/speed, enemy types (this could be in the feature list instead though you put it in the Art Style guide). It basically details out the specific function of each feature with starting data. It is then used to create the asset list.

Asset List: I don’t see an asset list, and this is very important in determining the final schedule and scope of the game.

The Risk Registry: These are good, hits key points with decent mitigation and recovery.

The Technical Design Document: The detail level is good. Seems to contain most if not all the expected elements/systems that will be programmed. Each element under each reference number should be used to create the milestone doc along with all the elements of the asset list

Milestone Doc.: This is very sparse, the detail is not high enough. I see it as a set of high-level milestone goals but don’t see a user story and the detail is not there. The elements should be able to be referenced back to the feature list and the TDD. What you have here is more of a task list than a milestone document. I have attached below an example that is pretty effective and its only 2 elements of a very long milestone document, you will note it has dependencies as well as who is responsible, and percent complete which helps in determining progress. Each ref # refers back to an element on the TDD and the animations are broken down into a detailed list of the work to be done. With that you can get an idea of how long things might take. To understand the production process, you need to fill out the milestone document to a high level and use it as a guide to help refine scope and keep your priorities straight.

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| Animation System (F013) PART 1/4 | Champion Animations: ● Idle ● Running ● Crawling ● Slide Attack ● Air kick ● Wall sliding ● Swinging ● Climbing ● Jumping ● Dying ○ To normal enemy ○ To progression wall | 0% | No dependencies | ART:  BBBB, CCCC  PROGRAMMING:  (leads) XXXX, YYYY (help) ZZZZ, AAAA |
| Traversal System (F002)  Camera (F008) | ● Champion controls  ● Animations ○ Idle ○ Running ○ Crawling ○ Slide attack ○ Wall sliding ○ Air kick ○ Swinging ○ Climbing ○ Jumping  ● Sound effects ○ Running footsteps ○ Crawling ○ Slide attack ○ Wall sliding ○ Air kick ○ Swinging ○ Climbing ○ Jumping ○ Attack hit enemy ○ Attack hit ground/wall | Controls 0%  Animations 0%  Sound effects 0% | Dependencies: Champion Animations | ART:  BBBB, CCCC  PROGRAMMING:  (leads) XXXX, YYYY (help) ZZZZ, AAAA |