**GAM 350 Production Plan - Apathetic Apothecary**

*Chamomile Grove*

**M05:**

Implement full game to minimum extent and have it working from start to finish.

* All minor and sub mechanics are functional to minimum extent
* All actions have associated sound effect
* All art assets exist in some form, even if placeholder

How will we approach these goals?

* Continue our strike-team based approach
  + Major systems have dedicated programmers, designers, and artists to ensure that everything that needs to be implemented for the final version of each gets done
  + Strike teams will communicate with each other on a regular basis to communicate and shift priorities
  + Smaller strike teams may be formed or disbanded over the course of the milestone to address specific issues or needs
* Create and update documentation
  + Utilize Trello or other means to make sure that tasks are on track and things are getting done
  + Create more standardized materials for items that are shared between strike teams, such as specific assets or mechanic functionalities

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|  | **TECH** | **DESIGN** | **ART** | **AUDIO** |
| **WEEK 1** | Help Design implement the changes they see fit | Test, fix, and implement UI and HUD elements. | Cleaning up existing assets and getting ready for production | Continue working on SFX and Music implementation issues |
| **WEEK 2** | Implement new mechanics and level changes | Begin testing and implementing beginning gameplay. | Creating new animations for characters. | Define music states and transitions |
| **WEEK 3** | Implement animations and ability to have cutscenes | Tie in and start blocking out each individual phase within the story. | Update environment assets | Expanding placeholder music tracks |
| **WEEK 4** | Make sure all art and sounds are in the game. Continue work on prior tasks | Requesting specific sounds and props for each mechanic and feedback. | Making props and helping designers to develop puzzle levels | Creating new SFX for potions and puzzle elements |
| **WEEK 5** | Make sure all changes to the game and mechanics are in | Playtest implemented mechanics and clean-up unclear given feedback. | Revisit all past assets and make adjustments as needed | Expanding environmental SFX for each gameplay area |

**M06:**

Ensure half of the game is finished

* Decide on whether to take on a horizontally or vertically-based approach at the beginning of the milestone (all things half done or half of things all done?)
* Keep track of what is done and what needs to get done now more than ever
* Don’t be afraid to throw things out if they are not on track

How will we approach these goals?

* Create task lists and keep them updated
  + Keeping these up to date will be crucial for tracking and ensuring progress
  + Assign tasks to specific team members and ensure that appropriate output is being met
* Readjust where needed, and don’t be afraid of difficult decisions
  + If something needs to be cut, it should be cut. If tasks aren’t being completed at a consistent rate, reduce scope. If team members aren’t following through, meet and discuss what can be done to improve output

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|  | TECH | DESIGN | ART | AUDIO |
| **WEEK 6** | *Midterms* | *Midterms* | *Midterms* | *Midterms* |
| **WEEK 7** | Work as noted by Design and strike teams |  | Refine character animations | Refine and mix SFX for user feedback |
| **WEEK 8** | Work on fundamental levels |  | Creating more finished VFX | Recording and creating SFX for character voices |
| **WEEK 9** | Connect the levels and cutscenes |  | Develop environment assets | Creating transition music and SFX |
| **WEEK 10** | Finalizing |  | Lighting and UI refinement | Mixing and refining transitions |

**M07:**

Finish the remaining half and develop a finished product

How will we approach this?

* Conduct major meeting between M06 and M07 to discuss progress and how to finish out the project
  + Decide on final scope for finished product
  + Set the remainder of the task list in stone for what will be done over the course of M07
* Continue to gauge progress and ensure that we are on track for completion
  + Assign tasks where needed on a priority-based approach

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|  | TECH | DESIGN | ART | AUDIO |
| **WEEK 11** | MEETING: Determine Scope, Set Task List, Gauge Progress | | | |
| **WEEK 12** | Touch up on game mechanics and presentation |  | Making sure all assets are good | Confirming implementation and functionality |
| **WEEK 13** | Leave no art and audio assets behind |  | Finalizing and fixing existing assets. Adding more assets as needed | Finalizing assets, event implementation, Mixing |
| **WEEK 14** | Finalizing everything |  | Finalizing everything | Finalizing everything |