Production Plan

for Team Lullaby

**Members on team**

Martin: Design Lead

Mark: Game Producer, secondarily designer

Johny: Tech Lead

Magnus: QA Lead, secondarily designer

Marcus: Programmer

Fer: Programmer

**Schedule over the weeks**

Set dates:

* Weekly status meeting in person every Monday from 9:00 – 12:00
* Optionally, use Wednesdays after lecture
* Optionally, designers and tech may each meet up on Thursday’s during the hours where the others attending a lecture
* Optionally, meet Fridays after lecture to discuss weekend preparations
* Changes to the calendar should be reported to the team or producer, possibly added to the calendar file.

*Week 1: The One-pager & The Process 19 – 25 Oct.*

* Milestone achieved: settle on process direction, role responsibilities, communication channels, set meeting times and core motivation for being part of this project.

*Week 2: Experiment and find the fun 26 – 1 Nov.*

* Milestone achieved: settle on core design vision.
* Milestone achieved: complete prototype before Week 3
* Task done: plan out QA process Thursday 10:00
* Task done: Ronny Audio meeting Thursday 16:30. How to integrate FMod with Unity
* Busy week! Magnus, Mark and Martin are currently all moving into new apartments.

*Week 3: Settling on the core: 2 – 8 Nov.*

* Task done: Put together final touch on prototype Monday and afterwards evaluate
* Meeting Tuesday: Settle on design structure and create tasks going forward.
* Tech: tasks can include setting up tools for designers and implementing design changes from evaluation.  
  Design: tasks can be concept development based on evaluation from prototype and planning out process for expanding on core into areas such as puzzles, narrative, level design, sound design.
* QA: Hopefully, we can invite people in for testing at the end of the week after adjustments and such have been made. To start out with, test the core interaction. Is a player capable of using wheel to solve a simple puzzle?
* Milestone: settling on core.

*Week 4: Expanding the core and cutting the rest 9 – 15 Nov.*

* Weekly meeting
* Throw our stuff from backlog in Kanban and prioritize the current core / structure. Semi-feature freeze.

*Week 5: Survive the conflict 16 – 22 Nov.*

* Weekly meeting
* Bad name given to this week. However, since focus is locked, we should continue development and with results from testing. Having settled on core also means we should know or come to understand what is or can be good about the game.
* Activities may show up as we get closer

*Week 6: Juice and polish time 23 – 29 Nov.*

* Weekly meeting
* Milestone: Core game is completed and time should be set aside to polish

*Week 7: Submission 30 – 6 Dec.*

* Weekly meeting, coordinate writing rapport and exam submission
* On 2 Dec. we present at The Big End Show streamed live on Twitch.

/\* Milestones for every week, what is needed to get there, what will that lead us to

Weekly schedule, logging results after meeting \*/

**Technologies and proficiencies**

Google Drive: file management, design data and progress logs

Github: version control and management, all tech have experience with version control

Unity: game engine, all tech have experience with either the engine or the language

FMod: Martin and Mark have experience using it

Discord: communication channel, resource and inspiration sharing

Trello: Kanban setup and overview

**Role responsibilities / Chain of command**

So far, we have agreed on principal responsibilities for each member fulfilling a core role while and let the secondary roles remain somewhat optional. Group meetings / ideation have remained open to everyone and all opinions, and as such we have maintained a relaxed atmosphere with regards to design responsibilities. However, design lead is a different role entirely and Martin is maintaining coherence for the project.

Notes on individual roles:

* Design lead: Martin maintains coherence for projects design and artistic vision and is responsible for communicating his vision, settling on design decisions and coordinating design tasks with secondary designers. Martin is secondarily also responsible for FMOD (as of now)
* Producer: Mark maintains an overview of the project and progress, making sure that meetings are set up purposefully and ensuring team effort is coordinated and evaluated. Mark is secondarily also responsible for design tasks, QA assistance and FMOD (as of now).
* Tech lead: Johny maintains an overview of the software system itself and ensures the quality of technical implementations by coordinating the programming effort.
* QA lead: Magnus maintains an overview of the testing effort made by the team, making sure that player data as well as his own testing is collected and processed in order to feed back to development. Everyone can potentially act as QA assistant working alongside Magnus. Magnus is secondarily also responsible for design tasks.
* Programmers: Marcus and Fer are both working as programmers responsible for maintaining software systems and creating technical implementations, and they communicate directly with Johny to ensure progress.

**Game evaluation**

* QA is currently preparing the required setup for testing going forward.
* Buglist and smaller adjustments will be directly added to Kanban. More expansive datasets will be collected and processed by Magnus (and with the help of assistants) and presented to the rest of the team.

**Plan for version control and repositories**

* Johnny has created and improved the production pipeline to be used for all development. This includes processes put in place for implementing changes and version control using Github. Currently, we are working with one main branch, one development branch and several task- or prototype-oriented branches with regards to the current progress of the team. Johny oversees version control.

It is always an option to schedule meetings with professors and TAs for guidance. Let me know if we should consider doing this.