Production Plan & licenses

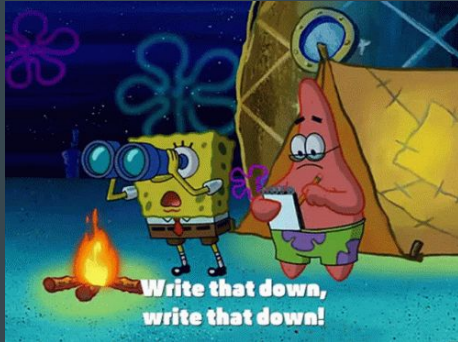• • •

The core of "success"

Planning stage

May seem easy, but requires a lot of attention

(Psyduck used amnesia)

- Main idea of our game

- Type of game

- Audience we are targeting

- More specific ones:

  - Material needed

  - Stuff needed

  - Cost?

  - How long will it take?

Pre-production stage

Write that down, write that down!

- Next step will be to take all our stuff and put in some order
- Keep it all in a document
- It must be clear
- And list all the factors that we thought later

What is a production plan?

A guide to help optimize the production process of a company

- Production Goals

- Objectives

- Specifications

- Process

- Requirements (resources)

- Timelines and Deadlines

- Quality control measures

- Risk Management strategies

PRODUCTION PLAN

	Assets	Programming	QA	Final Product	Marketing/ Release
Stage	1	2	3	4	5
Program(s)	Sketches Photoshop Illustrator	Flash	The Game "Flying Spoons"	Photoshop Illustrator Flash	Photoshop Illustrator
# of Staff	4	3	5	6	2
Timeline	2-3 Weeks	4-6 Weeks	1-3 Weeks	3-6 Weeks	4+ Weeks
Goals	Create Stylized Artwork Specific to the Game	Create a game that works on Mobile Devices	Discover any bugs within the game to be fixed	Completely finish the game without any bugs	Get the name of the game out to the public and increase sales

Example of a simple "Production Plan"

Production stage

You better call Saul...

- There's an intricate legal gap in game development that all devs must face

- As far as possible, don't mess with the law...

Forming a business entity

- It can take advantage of certain tax benefits a.k.a. save money while producing

- In case of disaster it can help to shield the business owner and it's workers from certain claims

- Helping keep the rights of own created material

- Protecting intellectual property (IP)

- Improve the image our product has

- And a large etc

Creating our own IP

- We'll have to face copyright in order to register our own IP

- Pretty long process different on each country

- Once it's defined, we are finally able to place our own trademark

- No we have "something" that legally belongs to us and that we can use freely

Play testing and pre-release stage

It just works…

or at least it should…

- Playtesting will ensure the quality and fun of the game
- Deploy beta (closed or open)
- Focus on correcting flaws and "bugs"
- Proceed to a pre-release, media gets involved

Final release and PUSH

Do you want to keep playing?

yes   no

- Final release, we establish date our product will release
- Metrics of success, here we can check if we made a huge success or a failure
  - Establish basis goals
  - Total downloads
  - Positive and negative reviews
  - Total revenue generated in a period of time (week, month, year)

Final release and PUSH

Do you want to keep playing?

yes   no

- Depending on the type of game we can add an extra "step" that we call PUSH
- Mostly known as "premium content"
  - Games as service
  - DLC
  - Expansion
  - etc

Examples

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```
ADD_CONTINUOUS_SOUND 405.565 -488.547 12.69 SOUND_SNORING_LOOP snore_bank1


blob_flag = 1



// This shit doesn't work the way they wrote it below so we'll just show the text
// and place the blip at the beginning of the mission.



WAIT 5000
PRINT_NOW ( BJM1_21 ) 5000 1 //"The key card to the cells can be found upstairs in the station."
ADD_BLIP_FOR_PICKUP key_bankjob1 key_blip_bank1
```

```
//BEACH
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW 393.9 -60.2 11.5 beach_bribe1 //Not far from Construction Site behind some houses
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW 116.0 -1313.1 4.4 beach_bribe2 //Through Underground Shopping mall (washinton)
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW 393.7 -660.6 10.7 beach_bribe3 //Middle of alleyways at back of Ocean Drive
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW 470.7 70.1 10.8 beach_bribe4 //Just down from Pizza Hut in Vice Point
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW 382.7 364.1 10.8 beach_bribe5 //In Alleyway in centre of Vice Point
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW 422.4 971.2 12.1 beach_bribe6 //Near garages at Big Mall

//PORN ISLAND
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW 89.1 887.4 10.5 porn_bribe1 //Down Unused street on Prawn Island

//GOLF ISLAND

//STAR ISLAND

//MAINLAND
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW -822.7 1304.5 11.7 main_bribe1 //Between shortcut in downtown
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW -900.69 251.4 17.1 main_bribe2 //over jump at top of Little Hiati into Move Over Miami Sign
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW -973.7 61.0 10.4 main_bribe3 //in little haiti close by auntie poulets hut
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW -937.9 -114.1 17.0 main_bribe4 //Over little aquaduct in little hiati
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW -1015.9 -627.9 11.2 main_bribe5 //Through alleyway in little havana
CREATE_PICKUP bribe PICKUP_ON_STREET_SLOW -906.3 -834.0 15.7 main_bribe6 //Over jump from main drag into car yard
```

```
MISSION_START
// ********************************************************************************
// ********************************* XXXX mission 1  ******************************
// *********************************    XXXX   ************************************
// ********************************************************************************
// ***                                                                        ***
// ********************************************************************************


// Mission start stuff

GOSUB mission_start_XXXX

IF HAS_DEATHARREST_BEEN_EXECUTED
    GOSUB mission_XXXX_failed
ENDIF

GOSUB mission_cleanup_XXXX
```

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TACOS
HUARACHES
ENCHILADAS
BURRITOS
TORTAS

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Fallout 76

- Plan smartly

- Don't rush things

- And keep your licenses up to date

Thanks for listening