# 简介

本文档为游戏开发核心技术课程的游戏设计文档PPD（Phased Plan Document）要求说明。

学生应按本文档要求撰写PPD文档，PPD文档应按序包含以下所有提及的章节。

本文档帮助团队厘清里程碑阶段任务，任务包含美工、音频、图形、游戏逻辑、工具、测试和润色等等。任务描述需要详细到可度量的个数，如物理引擎全部完成；总共10个角色，目前完成了2个；2个关卡功能全部完成等等。每个阶段篇幅不超过1页纸。

# 封面

* 游戏名称
* “阶段规划文档”字样
* 学期和学年（2017年春季)
* 团队名称
* 团队成员及角色 ：
  + 成员姓名
  + 角色

# 目录

建议使用word自动生成的目录。注意提交前确保目录已根据最新内容更新。

**PPD文档结构**

## 简介

游戏摘要，可摘自GDD文档。

## Phase 1 (Engine Proof)

用1-3自然段描述本阶段项目开发应达到的状态。然后按照美工、音频、图形、物理、AI、工具、游戏可玩内容，关卡，测试，润色等方面描述当前完成的状态。

本阶段，仅要求引擎等核心功能的实现，图形、物理、对象管理等。

## Phase 2 (Alpha)

用1-3自然段描述本阶段项目开发应达到的状态。然后按照美工、音频、图形、物理、AI、工具、游戏可玩内容，关卡，测试，润色等方面描述当前完成的状态。

本阶段，仅要求最基本的游戏逻辑功能实现，如玩家的基本控制，主要角色的行为行动等。

## Phase 3 (Beta)

用1-3自然段描述本阶段项目开发应达到的状态。然后按照美工、音频、图形、物理、AI、工具、游戏可玩内容，关卡，测试，润色等方面描述当前完成的状态。

## Phase 4 (Final)

用1-3自然段描述本阶段项目开发应达到的状态。然后按照美工、音频、图形、物理、AI、工具、游戏可玩内容，关卡，测试，润色等方面描述当前完成的状态。

# Sample Phase

Here’s a sample of what you need to cover for each phase. This opening paragraph is just a description of what the game will look like to a player at this point. This is the “executive summary” that anyone could understand and get a decent idea of where the game is at. This is followed by just a list of categories in which each deliverable and the current state of each is clearly identified. These deliverables should be described in terms that are *measurable* (e.g. 2 of 10 character animations complete, 2 levels fully playable, physics engine complete, etc.) Include all categories that are relevant for the current phase.

### CODE

**Core Architecture:** What state is the core architecture of the game in?

**Graphics Code:** What state is the graphics engine code in?

**Physics Code:** What state is the physics engine code in?

**Audio Code:** What state is the audio code in?

**Input Code:** What state is the input code in?

**GUI Code:** What state is the menu code and the HUD code in?

**Game Logic Code:** What state is the AI code, behavior code, combat code, economics code, scoring code, etc. in?

### TOOLS

**Art Pipeline:** What state is the game’s art pipeline in?

**Content Pipeline:** What state is the game’s content pipeline in?

**Debugging Tools:** What state are the game’s debugging tools in?

**Other Tools:** If the game has any other tools, what state are they in?

### CONTENT

**Art Assets:** What is the state of the game’s sprites, models, textures, animations, video, etc.?

**Audio Assets:** What is the state of the game’s sound effects, music, voice, etc.?

**Written Assets:** What is the state of the game’s written dialog, help text, tutorial text, story, etc.?

**Levels:** What levels are there and what state are they in (paper design, orange box, complete, polished)?

**Game Data:** What game data definitions have been created (for game object, items, etc.) and what state are they in (placeholder, complete, tuned)?

### FINISHING

**Testing:** What testing has been done on the game at this point (balance, difficulty curve, usability, stability, compatibility)? How frequently is testing being done and by whom?

**Polish:** What parts of the game are being polished for final release (art, audio, UI, controls, levels, performance, general bugs)?