

VERSION 0.0

12/13/20



PRESENTED BY: MICHAEL PACHECO

GOUDA SQUAD

PROJECT COMMUNICATION PLAN

PROJECT COMMUNICATION DOCUMENTS

PROJECT COMMUNICATION TABLE

Document	Recipients	Responsibilities	Update frequency
Game Design Document	Whole Team	Design Team	As Needed
Style Guide	Art Team	Art Team	As Needed
Trello	Whole Team	Whole Team	As Needed
Project schedule	Whole team	Michael	As Needed

TEAM STRUCTURE

Pupcheco (Michael) - Producer; Creative Director; Artist

Cody - Artist; Designer

Neswest (West) - Technical Artist; Programmer

Cwook (Christian) - Programmer

Raeth (Ryan)- programmer

Brendan - jr Programmer

Jamesmello (James) - Sound Designer

Marcy - composer

El - Writer; Designer

TEAM GOALS

Create a **short**, game experience that **challenges** players to **make connections**, and come **to their own conclusions**

TEAM ASSIGNMENTS

Use the following table to outline the project's marketing teams, team goals, team leads, and team roles.

Project Name project team

Name of team	Team goals	Team leads	Team roles
Art Team	Create art that drives the mood, and that helps the player focus on what's important,	Michael	Modeling Artist, Material Artist, lighting artist
Programming Team	Create core game mechanics, create necessary shaders	Lead name	Tech Art, gameplay programmer, Build Master
Audio Team	Create sounds and music that help create the tone and atmosphere for the game	Lead name	Audio Designer, Composer
Writing Team	Create puzzle solution, write narrative for solution, turn narrative into case files, create other case files to hide key pieces amongst	El	Narrative Designer
Design Team	Design core game loop, create mvp plan, write short GDD, playtest	Cody	Level Design, mechanic design

TEAM ROLES AND RESPONSIBILITIES

Asset Artist: responsible for creating in game assets

Lighting artist: Handles game lighting and post processing

Gameplay programmer: responsible for programming core gameplay mechanics

Audio Programmer (**not full role**): responsible for making sure Audio team can implement audio into the engine

Build Master (**not full role**): responsible for helping people with git issues and catching merge conflicts.

Audio Designer: responsible for gameplay related audio (footsteps, opening drawers, dialogue recording)

Composer: creates the games soundtrack and musical score

Writer: Writes the core narrative and designs the core narrative puzzle the players have to put together

designer: creates the layout for the room the players are in; designs the core game loop, and how the mechanics work; responsible for testing gameplay elements and tweaking them.

RISKS AND ISSUES MANAGEMENT

POTENTIAL EXCEPTIONS AND PROBLEMS

- **Problem 1:** Can't get time loop working
 - **Symptoms:** Gameplay elements dependent on time resetting wont work
 - **Consequences:** time will be wasted if core game mechanics aren't carefully managed
 - **Solutions:** all core gameplay must be containable to a single playthrough
- **Problem 2:** movement and interaction mechanics aren't fun by themselves
 - **Symptoms:** game will feel like its missing something
 - **Consequences:** game is not fun
 - **Solutions:** Come up with backup ideas for the core game loop
- **Problem 3:** Not enough time to write convincing side story documents
 - **Symptoms:** if core narrative is not well hidden, it will be too easy
 - **Consequences:** Game is not fun
 - **Solutions:** Use randomly generated stories/situations to assist with writing

TRACKING RISKS AND ISSUES

In the following table, track the risks and issues that you identified.

Date recorded	Risk description	Probability	Impact	Mitigation plan
12/13/20	No Time-loop	Medium	Medium	Core game loop contained to one loop
12/13/20	Mechanics are not fun	High	High	Plan additional ways to improve the core game loop ahead of time
12/13/20	No time for side stories	High	High	Use online generators for assistance

Change management process

CHANGE MANAGEMENT PROCESS STEPS

- Any changes are **not official** until they are posted in **announcements channel** on discord and Trello
- Changes need to be run by **all team leads** prior to posting in announcements page
- All changes that week should be **discussed at team meetings** even if they are already on discord and Trello

CHANGE CONTROL BOARD (CCB)

Discipline Leads have the final say in deciding if something within the discipline is in scope or not, IE:

Someone proposes change to art style → art lead has final say for if its in scope or not

Someone proposes new mechanic → design lead will have final say if it fits our games design pillars, programming lead has final say for if making it is in scope