

Team A

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Part 1: Current Status

The prototype we have right now is a valid minimum viable product (MVP) with only minor bugs in which the player can play an existed test level with a limited number of cards. After the sprint 5, the prototype should be almost bug-free in a way that all known issues should be fixed. The entire set of game mechanics has not been completed and the only playable level was not optimized to be a formal level in our game.

Part 2: Milestones

1. Concept finalization

Based on the current status of our project, we set the following objectives for the first milestone:

- Refine the story as well as add more details into it, so that we can have a more strong direction about the further level design for our game
- Complete the design of some new game mechanics, and refine some parts of the mechanics we already implemented in our game
- Test these concepts by paper prototype and evaluate the risks

2. Level mechanic completion

A game with a complete set of level mechanics will allow users to do and experience everything in a certain level without any difficulty.

- Add the black fog into levels.
- Extend the existed systems to support levels with different altitude.

3. Game flow completion

A game with a complete game flow will allow users to do and experience everything in the game from the very beginning without any difficulty.

- Add tutorials into the entire gameplay
- Develop and integrate all required GUIs (start menu, level selection)

4. Alpha version

The alpha version of the game will be used to ensure the correct functionality of all game mechanics. It is also used for collecting the initial feedback from the public audience.

- Produce and install all required levels and their related artworks

5. Beta version

The goal of beta is To both verify all the refinements made since the alpha version and collect further feedbacks from the public audience in order to do further refinements.

- Create a strong beta testing plan with testing goals, strategies, responsibilities, and deadlines.
- Select and invite beta testers and sign Nondisclosure agreements.
- Collect feedback from them, which might include reporting bugs, submitting a feature request, journaling.
- Evaluate and analyze collected data and iterate our game based on that. (include bug fix or even new feature)

6. Release

- Negotiate with the publisher to discuss the digital copy price, the time to release.
- Community building(Answer questions and take some advice to update the game)
- Marketing policy(discount when holiday, and give out some CD key to draw public attention)
- Bug fix(as always)

Part 3: Risks

1. Vertex count issue.
2. Transfer to the mobile platform
3. The cost of art and audio assets
4. Marketing
5. Quality assurance
6. Estimate the development time