**Group Project Proposal Plan**

*Overall Project:*

For this project, we were asked to develop a game in the time span of six weeks. We had to choose between four briefs, each with their own unique themes and outcomes. As a group we decided to choose the second brief, which is to develop a two-player, hyper-paced, synchronous adversarial game.

*Proposal:*

As a group we propose to work in a non-digital format. Based on prior experiences with working on non-digital games, we believe doing so will give us more time to design, iterate, balance and polish the final product. The primary outcomes of the game are to instantiate frustration, fiero, schadenfreude and raucous laughter on players. We are looking for the game to involve quick actions, minimal thinking times, last second victories and vast amounts of humour.

*Project Management style:*

As a group we have decided the management technique that we will be using for this project is SCRUM Agile, we will be using the online tool Trello to conduct the Agile SCRUM. This is due to the freedom of management that you have while developing for games, giving us the ability to change and reverse previously made decisions. Which will be useful to us to iterate our project after having it play-tested.

As a team we all have three years' worth of experience of working with SCRUM Agile, so we will integrate quickly with it.

*Project Schedule:*

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| *Date* | *Task* |
| 14/11/2018 - 21/11/2018 | Create proposal, plan and concept. |
| 21/11/2018 - 28/11/2018 | Create prototype |
| 28/11/2018 - 05/12/2018 | Playtesting and balancing |
| 05/12/2018 - 12/12/2018 | Second session of playtesting and balancing. |
| 12/12/2018 - 19/12/2018 | Creation of final non-digital assets. |
| 19/12/2018 - 26/12/2018 | Overall polish of assets and experience. |

The schedule above is a schedule of the overall six weeks we have assigned to work on the group project. Below we have broken down each task.

* Create proposal, plan and concept
  + Creating a proposal based on brief two to inform the creation of our game.
  + Create a plan to work from, to ensure project is completed on time and to a high quality.
  + Create basic concept of the game, including the first draft of design document.
* Create prototype
  + Create prototype based on design document, using rough assets in order to test for viability.
  + Iterate prototype based off internal and external feedback.
* Playtesting and balancing
  + Begin by player testing internally and make changes to balance the game.
  + Repeat with external players.
* Second session of playtesting and balancing
  + Allowing external play testers to work out rules independently.
  + Continue to play test to balance the game.
* Creating of final non-digital assets
  + Create non-digital assets such as card and boards.
  + Create a clear understandable ruleset.
* Overall polish of assets
  + Ensure all elements of the game are understandable and clear.
  + Ensure all desired outcomes are experienced by the players.

*Contributions:*

Each member of the team will be assigned specific research tasks while the rest of the development plan will be accomplished by all members working together.