

## **Introduction**

This document details the project plan and approach for the development of a Cyclical Resource Management Game. The aspects discussed in this document are the Development Team Roles, Project and Time Management Methods, Project Roadmap, Development Technologies, and the Testing and Quality Assurance Methods for this project.

## **Team Roles and Work Division**

The Roles for the project are as follows:

- Diane Bada: Programmer, System Designer, Co-Project Manager
- Shen Reddy: Programmer, System Designer, Co-Project Manager, Supporting Artist
- Caleb Mayamona: Lead Artist, Supporting Programmer

All team members share equal responsibility for Core Game Design.

## **Project and Time Management**

Project and Time Management is facilitated through Microsoft Teams and Whatsapp. Tasks, dates, goals and updates are decided during weekly meetings, and are created and tracked using these platforms.

The development approach for this project is to follow an agile process whereby tasks, goals and implementations will be subject to change and iteration based on the state of the development of the project.

Workflow Process:

Set Design and Project Goals -> Design Systems -> Implement Systems -> Test and Iterate -> Repeat

## **Project Roadmap and Milestones**

The Project Roadmap and Milestones have been based on the timeframe and key dates given for this project as a part of the brief.

Refer to the Game Design Document for details about these goals and systems.

- First Prototype: 23 September 2022
  - Showcase Basic Implementation of Core Mechanics
- Continued Development and Testing
  - Implement Key Art Assets
  - Implement Basic Version of All Core Systems
  - Implement Basic Version of full Gameplay Loop
  - Implement Basic Progression Loop
- Pre-Alpha: 5 October 2022
  - Vertical Slice to be Showcased
- Continued Development and Testing
  - Implement Full Gameplay Loop
  - Implement Full Progression Loop
  - Implement required Art Assets and Animations

- Alpha: 17 October 2022
  - Showcase Working Alpha
- Oiling: 24 October 2022
  - Address any System Issues, Bugs, Balancing issues etc
- Final Version: 7 November 2022
  - Present Final Game

### **Development Technologies**

- Unity will be used as the Game Development Engine.
- GitHub will be used to facilitate version control and remote development.
- Procreate and Krita will be used to develop art assets and animations.
- Google Docs will be used to facilitate documentation.

### **Testing and Quality Assurance**

Concurrent testing will be conducted throughout the entire development cycle.

Testing and Quality Assurance will be conducted through:

- Unit Tests: Development Team will test all systems and functions to ensure functionality and that the design goals have been achieved.
- Play Tests: The project will be play tested by peers, colleagues, lectures and tutors. Play tests will be conducted for specific cases to receive feedback advice about the current development state. Feedback will be used to address any necessary changes and iterations.

### **Conclusion**

The project plan for the development of a Cyclical Resource Management Game has been discussed, the methods used to implement the plan will allow for an efficient workflow timeline to be followed.