Production Documentation

By Richard Pountney

Part 1 Pre-production Processes

2. The Genre of this project is simulation. The simulation genre is a very broad genre, so it is harder to pinpoint core mechanics & other gameplay elements that are typically associated with, & player objectives typically presented in the genre.

3. The primary audience is people looking for a house. These people want to have a simple way to look around the house in the digital application & see/find information about things in the house or about the house. I will achieve this by making furniture in the house interactable & when you interact with that furniture a text bubble will appear telling you what the furniture is.

4. 2 Game Design Principles & 2 Game Play Principles

how to apply them to the product.

5. Version control & Project management

How Git will help

* GitHub helps with version control because it is a cloud repository. You can go back to a previous version if there was a mistake. You can make separate branches for your project repositories & merge them when needed.

How Hack ‘n’ Plan will help

* Hack ‘n’ Plan helps with Project management because it has a way to do sprints, a way to keep track of your progress with projects & it can be changed to a way that works for you.

6. organise & sort out Hack ‘n’ Plan

Done to a point

7. Discuss with the lecturer about file formats & integrating them

8. get third-party assets for the project

9. explain how to use sprints & point system in Hack ‘n’ Plan

10. game-engine research (2 Game-engines: Unity & Unreal)

11. Meet with the lecturer to discuss the findings of game-engine research

Part 2 Create a Prototype

2. create custom scripts (name them appropriately & put in comments of the last update to them)

3. test & check assets, when possible, to make sure they are up to the needed specifications.  
Done

4. export a prototype build, save it in an independent directory & make it a zip file.

Part 3 Peer Review Prototype

1. Make sure everything has been met with the lecturer.
2. Consider the user experience that the prototype provides. With the lecturer evaluate the prototype to determine the achievement of a creative product that is user-friendly & gives an engaging experience.
   1. [Feedback](Peer_Review_FeedBack.txt):
      1. Move faster, please.
      2. 3d text is cool, should billboard to the camera.
      3. disable interaction if 3d text is up or toggle 3d text when clicked.
3. If any amendments are needed, then integrate them
   1. Make sure it is exported as a separate prototype build.
      1. Build is named as AT02\_Peer\_Review\_Prototype Build

Part 4 Conduct user trials

1. Get 3 testers
   1. Get feedback from testers to evaluate later (make sure to ensure the location, date, time, & necessary resources are pre-arranged)
2. Review feedback & evaluate (2) possible changes that could be integrated & put them here
3. Define final amendments for gold-master. Meet with the lecturer to discuss the evaluation of the user trials, agree on final amendments to be integrated & conform endorsement to develop the prototype to gold-master.

Part 5 Produce a Gold-Master

1. Integrate final amendments as required.
2. Conduct appropriate quality assurance processes. Make sure everything functions correctly.
3. Export as gold-master in an independent directory & zip it.
4. Meet with the lecturer for final sign-off.