Production Documentation

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Part 1 Pre-production Processes

2. Gerne is simulation?

3. The primary audience is people looking for a house.

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

How Hack ‘n’ Plan will help

6. organise & sort out Hack ‘n’ Plan

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

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

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.
3. If any amendments are needed, then integrate them
   1. Make sure it is exported as a separate 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.