**PRODUCTION PLAN**

**PROJECT OVERVIEW**

**Project Name:** Ninja Vs Ninja

**Project Description:** 2D Battle Platformer Game

**Solo Developer:** Tarek Tabet

**PRODUCTION ROADMAP**

**Project Kick-off**

* Define project goals and objectives
* Create a project timeline

**Development Phase - Sprint 1**

* Create the game assets (sprites, backgrounds, etc.)
* Implement core gameplay mechanics

**Development Phase - Sprint 2**

* Develop level design
* Conduct regular progress meetings (self-assessment)

**Development Phase - Sprint 3**

* Develop Sound FX and Improve Gameplay and Feel
* Conduct regular progress meetings (self-assessment)

**Testing and QA - Sprint 4**

* Comprehensive testing of game mechanics
* Identify and fix gameplay bugs and issues (self-assessment)
* Conduct playtesting to gather user feedback (if possible)

**Polishing and Optimization - Sprint 5**

* Enhance graphics and animations
* Optimize game performance
* Fine-tune difficulty levels
* Implement sound and music

**Deployment and Launch - Sprint 6**

* Prepare the game for deployment
* Create necessary installation files or packages
* Submit the game to relevant platforms (e.g., app stores)
* Prepare marketing materials
* Launch the game to itch.io or other indie game sites

**Feature Schedule**

|  |  |  |
| --- | --- | --- |
| **FEATURE** | **DESCRIPTION** | **BEYOND SCOPE** |
| **Multiplayer Mode** | Implement 2-Player local multiplayer | Implement 4-Player multiplayer |
| **Level Design** | 3 different levels | Boss fight level |
| **Power-Ups** | Ammo and health pick-ups | Pulse Bomb pick-up |
| **Leaderboard** | Track player number victory tally | Name input for leaderboard |
| **Enemy Design** | Design & implement various enemies | Boss enemy - Werewolf |
| **Environment Design** | Design & implement various elements | PvP activated traps |
| **UI and Level Select** | Create user interface elements and a level selection menu for the game | |

**Scope Review**

I should review the initial project scope to ensure that it aligns with the current goals and objectives throughout the development phases. I believe I have learned a lot about throwing away what I create that may not add to the game and will be able to adjust if and where necessary.

**Production Process Management**

* **Communication:** Maintain open channels of communication with lecturers.
* **Issue Resolution:** Document and address issues and roadblocks in a timely manner.
* **Resource Management:** Manage resources efficiently to meet project deadlines.
* **Task Tracking:** Use project management tools to track tasks and monitor progress.

**Potential Issues as a Solo Programmer**

While the absence of communication challenges is a benefit of solo development, there are considerations when sourcing art assets from free-to-use sites:

* **Quality and Consistency:** Using art assets from various sources can lead to variations in style and quality, affecting the game's visual cohesion.
* **Customization Limits:** Limited customization options may hinder tailoring visuals to the game's unique needs.
* **Attribution and Crediting:** Some assets may require attribution, impacting the game's design and presentation.

As a proactive response to these challenges, it may be necessary to explore and learn tools like Blender and Spriter to create custom art assets and animations, ensuring greater control over the game's visual identity. Solo development allows for adaptability, and embracing new skills can enhance the final game.

**Conclusion**

This production plan for 'Ninja Vs Ninja' provides a structured framework for the development of this 2D Battle Platformer game. This plan will hopefully help me to achieve my project goals and navigate the upcoming development phases effectively. The feature schedule outlines the project's objectives and features I hope to implement, while my adaptability will hopefully ensure a responsiveness to challenges. The project presents an opportunity to deliver a polished and engaging game that reminds me of the games I used to play with my sisters growing up 😊