

Project Kick-off Assignment Detail

Assignment Due: EOD January 17, 2017 submitted via Moodle

Assignment contains the following (*see below for breakdown of each*):

- Project Detail – included on every page of the assignment, in the header
- Project Pitch: AKA a “1 pager” – a game project overview that fits on *1 side of 1 page*
- Project Plan – *Total of 3 pages, one side of one page covering each section listed below:*
 - Money – *section no longer than 1 side of 1 page*
 - People – *section no longer than 1 side of 1 page*
 - Tech – *section no longer than 1 side of 1 page*
 - Logistics – *section no longer than 1 side of 1 page*
 - Roadmap – *section no longer than 1 side of 1 page*

Students are encouraged to research the information on the internet as well as discuss with staff, faculty and students at DigiPen to gather information.

Project Pitch

A game project overview, consider this your game’s “elevator pitch” that fits on *1 side of 1 page* and includes:

- Project Detail – *in header*
- Game Title
- 2-3 short paragraphs about the game and target audience
- 3-5 bullet points covering the game features & systems
- 1-2 pictures that capture the idea/mechanics of the game

Project Overview

An overview of the project that provides general information about the project including budget, team, tech, logistics, and roadmap. Each section below *is no longer than 1 side of 1 page in length*, covering:

Project Detail

This information is required on every assignment in the header.

- Code Name (*from your project handout*)
- Project Lead Name (*Your name*)
- Working Title (*Project Lead to define*)
- Game Genre (*from your project handout*)
 - Card
 - Trivia
 - Word
 - Match 3
 - Brick Puzzle
 - Endless Runner
 - Arcade
 - Tower Defense
 - Action Adventure
 - Marble Popper
 - Strategy
 - Construction/Simulation

Money: Budget Plan

**See your project detail handout*

Your project's budget for all kick-off planning and decisions.

Required Content: overview of the project budget covering the following areas:

- Engine license – to support launch device
- Software licenses – to support project needs
- Salary for each team member per hour
- Device type cost impact on testing, certification and launch
- Contracting/outsourcing (if selected as an option)
- Others as needed

Notes:

- Reality Games covers all employee benefits and computer systems/IT support for team members.
- Reality Games covers costs for source control, productivity software, project management software, and other general software.
- Reality Games is in the Seattle area so if needed, apply 9.5% sales tax to purchases.
- Budget Formula: \$per hour x max # of team members x 40 (hours per week) x 52 (weeks per year)

Note: Once you determine your team makeup you will need to calculate and track your average "team member cost per hour" for future use.

- The budget/expenses are laid out to encourage autonomy and decisions by the Project Lead where possible so many costs such as PR, marketing, relocation, recruiting, and general studio costs can be assumed to be covered and do not need to be included in the project budget consideration. If there is something that is not mentioned, please ask.
- See other sections for more detail on each area that may impact your budget.

People: Team/Staffing Plan

**See your project detail handout*

Your project's staffing plan for all kick-off planning and decisions

Required Content: overview of team membership covering the following areas:

- Team members by discipline
 - Engineering
 - Art
 - Design
 - QA
 - UI/UX
- Team discipline members by seniority
 - College Hire/Junior (0-2-year work experience – approx. \$35 p/h)
 - Mid-level (2-5 years work experience – approx. \$45 p/h)
 - Senior (5+ years work experience – approx. \$55 p/h)
- Order of priority for filling/hiring for each position

- Team size detail:
 - 4-5 members
 - 5-6 members
 - 6-7 members
 - 7-8 members
 - 8-9 members
 - 9-10 members
- Development methodology and justification – how the team will work together – SCRUM, lean, XP, waterfall, etc.

Notes:

- Project Lead can choose if contractor/outsourcing is part of the team based on additional discussion needed with Executive Producer.
- The disciplines listed are the only ones that NEED to be accounted for to simplify the project oversight, if there are resources you want to included discuss with Executive Producer.
- Assumption – sounds/music assets come from a sound bank resource supplied by the studio at no cost.
- Project Lead takes 1 team member slot at the mid-level seniority/per hour rate of \$45.
- Cross-team collaboration to share a potential theme, etc. is allowed but increasing team-size and adding dependencies cross-teams will impact timelines.

[Tech: Technology Overview](#)

**See your project detail handout*

Your project's target launch device for all kick-off planning and decisions.

Required content: overview of launch device impact on the project, including the following:

- Engine that supports launch device
- Software needed for launch device
- Service(s) needed to support Required/Features Systems on launch device
- Support needed for launch device testing included dedicated devices

[Potential Launch Devices:](#)

- | | |
|------------------|------------------|
| • Android Phone | • iPad |
| • Android Tablet | • Windows Phone |
| • iPhone | • Windows Tablet |

Notes:

- Dedicated testing devices are required for your launch device and must come from your budget.
- If you want to take the risk of using studio testing devices, this could have a major impact to your schedule and is not an option for a remote team.

[Logistics: Workspace](#)

**See your project detail handout*

Your project's work location for all kick-off planning and decisions.

Required Content: overview of how workspace will impact these areas:

- Workspace and proximity to other team members
- Time zones/meetings/deadlines
- Remote access required for systems and tools
- Also, consider the impact of this in Roadmap planning section

Workspaces

- **Main Studio** – the Reality Games Studio in Seattle with direct access to corporate team for all project team members
- **Studio Annex** – near but not at the main studio team in Seattle, direct access to corporate team for project team members with easy travel
- **Remote Team** – ALL team members are in remote locations away *from the Studio's main city and each other*, direct access to corporate team limited without travel. Project Leader is located at the Main Studio.

Notes:

- Reality Games covers all expenses for workspaces/offices and remote tools/software needed for project teams. Remote tools would include conferencing software/tools.
- The Project Lead can set limitations on where remote team members are located. Example: remote members cannot be in the greater Seattle area (e.g. "working from home") but could be in Portland or U.S. Only.

Roadmap – Development Plan

Your project's rough 1-year development roadmap.

Required Content: rough 1-year development roadmap with phases/months based on a Holiday 2017 launch covering the following:

- Required Systems → when they are expected to be integrated/supported in the game
- Required Features → when they are expected to be useable in the game
- Assets needed for game genre → if contracting this out, plan for review/turnaround time
- Demos/Shows/PR impact/Dates
- Launch Device Requirements/Certification
- Development Timeline – Development Timeline – 12 months with Holiday 2017 release
 - Pre-production – 2 months
 - Production/Development – 9 months
 - Launch/Live – 2 months

Notes:

- Pre-production has just begun.
- Consider/include potential risks, challenges, and obstacles that may cause issues with dates.
- Integration with 3rd party services that support required systems are encouraged. Your project team is NOT expected to build these services but must do the required integration.

Systems Required

**Defined in your project handout*

All Reality Games mobile titles must support the following systems:

- **Account Management** – system required as part of base feature set, can be integrated/provided via a service (Game Center, Google Play, Game Circle, etc.)
- **Achievements** – 20 achievements in achievement system required as part of base feature set, can be integrated/provided via a service (Game Center, Google Play, Game Circle, etc.)
- **Leaderboards** – system required as part of base feature set, can be integrated/provided via a service (Game Center, Google Play, Game Circle, etc.)
- **Game Progress Save** – system to save game progress required as part of base feature set, can be integrated/provided via a service (iTunes, iCloud, etc.)
- **Monetization Plan** – system expected, *project lead to define an overview of how the game will be monetized (Free-to-Play, One Time Purchase, etc.)*

Features Required

**Defined in your project handout*

Reality Games requires one of the features outlined below – *the feature required is in the project overview.*

- **Multiplayer** – 2-4 player multiplayer support required as part of base feature set, *project lead to define 1 multiplayer mode variant*
- **2 Play Modes** – 2 different play modes required as part of base feature set, *project lead to define 2 game mode variations*
- **Timed Mode** – timed mode play option required as part of base feature set, *project lead to define 1 timed mode variate*
- **Weekly Events** – system to support 1 weekly event required as part of base feature set, *project lead to define 1 weekly game event*