

Overview	
Area/Status	Summary
Scope	Level design/game mode is not strong (playtests report)
Budget	Could cost time/budget to redesign levels/game mode
People/Resources	Level designers / gameplay programmers
Risks/Issues	Level design/game mode is not strong (playtests report)
Milestones	Achievements are required, Leaderboards are optional.
Action Items	On track

Scope Change	Date
Initial Scope	Month 1
Level Design	Month 6
Level/Game mode Redesign	Month 6

Budget	Original
Staff	\$447,200
Engine Licences	\$4,932
Software Licences	\$1,289
Device Costs	\$2,508
Other Costs	\$109
Unallocated	\$155,483
Total	\$611,520

People/Resource	Date
Cut Leaderboards	Month 6
Hire senior-level contract Level Designer	Month 6

Risk/Issue	Type
Slow Internet	Risk
Scope	Risk
Level design/game mode	Risk

Milestone	Baseline Date
(Required)Monetization Plan	Month 3
(Required) Timed Mode	Month 4
(Required) Game Save	Month 6
(Required) Account Management	Month 7
Achievements	Month 9
(Optional) Leaderboards	Month 9

Action Item	Assigned To
Hire contract senior-level Level Designer	Travis Moore
Level Redesign	Gameplay & UX/UI Designer
Game mode redesign	General Programmer
Level / game mode playtesting	Gameplay & UX/UI Designer

For Wheel of Reality Event #3 I was given the Tech Event which states: "The level strong as you would like and initial feedback from internal company playtests see this setback and remain within our Holiday 2017 I have proposed two solutions to the leaderboards feature that has recently been approved as an optional feature. planned development time that can instead be used to redesign the level/game r level Level designer for three weeks time in order to tackle this problem. This wor without cutting the leaderboards. This solution also has the added benefit of prov this kind of problem, a potential risk mitigation from our Gameplay & UX/UI Desig experience or knowledge for designing strong levels that led to this problem in th budget, we have enough unallocated budget to accomodate for the second propo leaderboards.

Approved?	Description
Yes	iPhone Arcade Game
No	Level design/game mode is not strong (playtest reports)
No	Proposal to cut optional leaderboards to focus personel on redesigning level/game mode to a higher quality or hire contract level designer to work on level design while hired personel redesign gamemode.

Baseline	Forecast
\$453,460	\$453,460
\$5,057	\$5,057
\$1,289	\$1,289
\$2,508	\$2,508
\$109	\$109
\$148,998	\$148,998
\$611,520	\$611,520

Mitigation	Notes
Frees up time/personel to work on improving level design/game mode	Cutting leaderboards was approved in WoR 2
Provides expertise in level redesign and frees up time/personel to improve game mode	

Created	Mitigation Plan
Month 3	Investigate reason for slowdown. Severed fiber optic cable repaired.
Month 4	Achievements are required, but Leaderboards are optional
Month 6	Propose either: a) cut leaderboards feature to free up time/personel to work on level design/game mode or b) hire contract level designer to work on level design to free up time/personel to work on game mode

Current Date	Notes
Done	
Done	
Month 7	Designed, not implemented.
Month 8	Planned.
Month 10	Planned.
Month 10	Potentially Cut

Created	Due
Month 6	TBD (awaiting approval)
Month 6	Month 7
Month 6	Month 7
Month 6	Month 7

Game Genre: Arcade

Project Lead: Travis Moore

design for a specific level or game mode is not as
ems to support this assessment". In order to mitigate
o mitigate this risk. The first mitigation involves cutting
. By cutting this feature we free up a month of
mode. Another proposed solution is to hire a senior-
uld allow us to keep on track with the holiday release
viding us with another individual's expertise in solving
gner and General Programmer not having the
ie first place. While the second solution costs more
osed solution without needing to sacrifice the optional

Notes
Additional \$6,360 for a three week contract senior-level Level Designer at \$53/hour
1 month of Unity3D Pro (\$125/month) for the contract Level Designer
\$6,485 budget taken from unallocated to accommodate contract Level designer and additional Unity3D Pro license

Mitigation Date
Month 4
Month 5