Project Nautilus: Plan

PROJECT STATS:

Code Name: Project Nautilus

Size: 5 – 6

Launch Device: iPhone

Required Systems:

- Account Management,
- Leaderboards,
- Game Progress Save

Genre: Arcade

Budget: $611,520 (ended with $132,282)

Workspace: Main Studio

- Monetization Plan,
- Timed Mode,
- Achievements (required at first, later made optional and cut)

GAME OVERVIEW

Game Name: Counch-Fish-Scate

Description: A mobile arcade game featuring Barnacle Bill, the mind-controlling sea barnacle who must survive the dangers of the ocean by attaching himself to sea-life in order to grow bigger and stronger in the dangerous underwater food chain Conch-Fish-Scate features arcade mechanics similar to those found in the games Fish Frenzy and Droid Assault.

Lessons Learned

Project Kick-Off:
- Find a good example of a Project Plan to use as a reference before trying to make my own
- Schedule wiggle room for the team for disasters that put us behind (more QA time)
- Do not commit to a press/demo event a year ahead of time when the game hasn't even started

WoR Events
- Be more specific about the type of outcome I want from the "Outcome" section instead of listing possible outcomes
- Find a way to avoid Logistics Events because they are pretty horrible

Resource Pitch
- Pretty much got what I needed, so I feel pretty good about that

Looking Back

One that that went well for this project

- I thought my budget would be a factor, but it really wasn't

One thing that surprised me about this project

- Aside from the playtesting that put my project behind, all my other problems involved people. Going directly to HR seems like a great solution to many of the problems I had. I should've deferred to them earlier and more often (In real life they might have hated my team)

One thing you learned or an "aha moment"

- I don't think being a project manager is for me.