ASSET LIST & SCHEDULE

Documentation and Expectations

THIS WEEK

- The asset list and production schedule are all about getting your vertical slice made.
- Unlike the other documents, these address only what is being done this semester.
- They build upon each other so we'll cover each in order and wrap up with a combo version.

ASSET LIST

BUILDING BLOCKS

- The asset list is a comprehensive view of your build.
- It should not only include art, but all aspects of the game that need to get done.
  - Design
  - Art
  - Audio
  - Programming
  - Etc.

DEVILS IN THE DETAILS

- Each asset should be broken down into components to ensure everything is made and done.
- Ex.
  - Character = Bob Bobbington
- Assets might be:
  - Character / Bob / 3d Model
  - Character / Bob / UV/Textures
  - Character / Bob / Rigging
  - Character / Bob / Animations (Idle, Attack, Run, Jump, Die)

NOW LET'S PLAN IT OUT

- Once you have all the assets/tasks you need to do, let's plan on how to get them done…

PRODUCTION SCHEDULE

START WITH A SCHEDULE

- First off, know your dates.
- Next, determine priorities of assets/tasks.
- Next, determine how long they will take.
- Finally, assign them and set dates.
- Let's talk about the above…

IMPORTANT DATES

- When are deliverables due? (ex. Midterm/Finals)
- How often will you need to check-in (weekly?)
- Knowing when things need to be done gives you some hard fast deadlines to work around.

PRIORITIZE!

- The goal of prioritizing is figuring out what assets and tasks rely on other assets / tasks.
- Some tasks might be gated by needing another done first; others might just be important to do first to prove it can be done and ensure things don't need adjusting.
  - (ex. If your game is Multi-player and you haven't done that before, maybe figure that out first and don't wait until the last minute.)

YOU WANT ME TO WHAT?

- The other thing that is important is figuring out how long assets/tasks will take.
- Ideally any asset or task can be broken into pieces that can be done in a given sprint.
- Talk it out and agree on the amount of time needed. You might have someone that has done it before and can knock it out fast.

ASSIGN THEM AND DATE THEM

- Now that you know how long the tasks take, you can assign them to team members.
- The goal is to share the load equally and fairly while achieving your vision within the given deadlines.
- This step will really help you figure out if your scope is too small or too big.
- Let's look at an example of how to take a list and change it into a schedule.

COMBO!!!

PUTTING THEM TOGETHER

- Sample Asset List

Main Character – Design/Concept
Main Character – Model
Main Character – UV/Texturing
Main Character – Animation (idle, attack, run, jump)
Main Character – Sounds
Level One – Design
Level One – Whitebox
Level One – Terrain
Level One – Final Integration
Items – Platforms
Items – Crates (x2)
Items – Powerup Coin

Enemy – Snake – Design/Concept
Enemy – Snake – Model
Enemy – Snake – UV/Texturing
Enemy – Snake – Animation (idle, attack, slither)
Enemy – Snake – Sounds
Coding – Character Controller
Coding – Platform Movement
Coding – Item Spawning
Coding – Random Platform Generation
Coding – Combat
Coding – Power-ups
UI – Mock-up
UI – Elements (Score, Health, Power-ups)

PUTTING THEM TOGETHER

- Let's move it to excel and separate out the data…
- We have assets and Tasks for sorting…
- A good start… but…

Asset	Task
Main Character	Design/Concept
Main Character	Model
Main Character	UV/Texturing
Main Character	Animation (idle, attack, run, jump)
Main Character	Sounds
Level One	Design
Level One	Whitebox
Level One	Terrain
Level One	Final Integration
Items	Platforms
Items	Crates (x2)
Items	Powerup Coin
Enemy Snake	Design/Concept
Enemy Snake	Model
Enemy Snake	UV/Texturing
Enemy Snake	Animation (idle, attack, slither)
Enemy Snake	Sounds
Coding	Character Controller
Coding	Platform Movement
Coding	Item Spawning
Coding	Random Platform Generation
Coding	Combat
Coding	Power-ups
UI	Mock-up
UI	Elements (Score, Health, Power-ups)

PUTTING THEM TOGETHER

- Let's add some columns…
- Now we can see…
  - Who is doing what
  - When is it getting done
  - Is it important?
  - Order of tasks
- But it also lets us sort or filter by any of the above!

Asset	Task	Who	Due	Priority
Main Character	Design/Concept	Bob	Week 1	High
Main Character	Model	Jane	Week 2	High
Main Character	UV/Texturing	Scott	Week 3	High
Main Character	Animation (idle, attack, run, jump)	Wanda	Week 4	High
Main Character	Sounds	Jane	Week 4	High
Level One	Design	Scott	Week 1	High
Level One	Whitebox	Scott	Week 2	High
Level One	Terrain	Bob	Week 3	High
Level One	Final Integration	Jeff	Week 5	High
Items	Platforms	Bob	Week 1	High
Items	Crates (x2)	Bob	Week 2	Low
Items	Powerup Coin	Bob	Week 3	High
Enemy Snake	Design/Concept	Bob	Week 2	High
Enemy Snake	Model	Jane	Week 3	High
Enemy Snake	UV/Texturing	Scott	Week 4	High
Enemy Snake	Animation (idle, attack, slither)	Wanda	Week 5	High
Enemy Snake	Sounds	Jane	Week 5	High
Coding	Character Controller	Jeff	Week 1	High
Coding	Platform Movement	Yolanda	Week 2	High
Coding	Item Spawning	Jeff	Week 2	High
Coding	Random Platform Generation	Yolanda	Week 4	High
Coding	Combat	Jeff	Week 4	High
Coding	Power-ups	Yolanda	Week 5	High
UI	Mock-up	Bob	Week 4	High
UI	Elements (Score, Health, Power-ups)	Bob	Week 5	High

THE END

Examples are provided in Course Content in Blackboard!