

**GAME RELEASE PLAN**

**Class name : GAM150S19KR**

**Semester and year : Spring 2019**

Team ***APEX*** Roster

Junseok **Yang** - Producer

Wonju **Cho** - Lead Designer

Jookyung **Lee** - Technical Director

Haewon **Shon** - Test Manager

**Release 1 : Prototype (4 weeks)**

**Must have features**

* Movement keys (M) : Characters will move to left and right with A & D/left & right keys, and jump with W and up key.
* Making & applying collision to platform (M) : Characters should be able to stand on platform. To do this, platforms will be made and collider will be given to platform. Then, characters will be able to stand on platform.
* Gravity (M) : Characters will fall if there is no platform under them.
* Jump (L) : Characters will jump if jump key is pressed.
* Ghost collision(L) : Characters can pass through platform without collision when they jump.
* Knock-back physics (XXL) : If the character gets hit by the opponent, the character will be pushed. The knock-back velocity will be increased when character is hit and will be decrease smoothly.

**Should Have Features**

* Basic maps (M) : Making basic map for prototype.
* Basic character (M) : Take a circle, not a graphic, and apply the movements in must have features.

**Release 2 : Alpha (3 weeks)**

**Must have features**

* Camera movement(M) : At the start of the game, camera will stop for 3 seconds. After that, camera will move along the map as time goes until it reaches the top of the tower.
* Fail decision(L) : Player will lose the game if his/her character is fallen from the screen.
* Attacking action(XL) : Make character’s attacking action. Attack keys will applied.
* Spring(L) : The object that causes players to jump higher than standard.

**Should Have Features**

* Making map(M) : Making map that will be used in game.
* Win decision(L) : Player will win the game if his/her character reaches the top of the map.
* Weapon(M) : Express APEX members with their own weapons by graphics.
* Attack interaction(XL) : Apply knock-back action by colliding between players when attack.

**Nice to Have Features**

* Adding main menu & credit & setting & etc(XL) : Adds main menu with several decisions that makes users to easily access game details.
* Pause(M) : It allows players to stop playing games at any time.
* Item random drop & item design & item ability(XL) : Add fun factors that makes game more interesting and attractive.

**Release 3 : Beta (2 weeks, opentest)**

**Must have features**

* Attack interaction(XL) : Apply knock-back action by colliding between players.
* Making character’s graphics(M) : Give individual graphics to characters that will distinguish each characters.

**Should Have Features**

* Item random drop & item design & item ability(XL) : Add fun factors that makes game more interesting and attractive.
* Regulate balance between items and character’s weapons(XL) : Balances characters and items.

**Release 4 : Final (1.5 weeks)**

**Must have features**

* Get feedback from open test and fix all errors(XXL) : From the feedbacks in playtest, figure out the problems of APEX and fix them.
* add all sound effects(when get item, BGM ...)(M) : Add fun factors that makes game more interesting and attractive.
* Add ending story of each character (M) : Make special ending scene for each character.

**Should Have Features**

* add cartoons at first page(M) : Make cartoon scene for game start. This will include the simple background of the game.

**Nice to Have Features**

* Add hidden character(XXL) : Add hidden character as a fun factor.

trap(M) : It gives a high level of random position and gravity on the footboard, preventing the player from moving well. it will remove the simplicity of the game.