Project Charter
Author: Ge Bao
Project Title: Living Hard

Executive summary:
Project Description:
Living Hard is a choice-driven Word Adventure Survival Game. The background of the story is a post-apocalypse world. The story is driven based on gamers' choice/decision, gamers' exploration of the game map to collect items & learn skills and gamers' management of items and skills. This game is intended to have a prologue chapter as story & player introduction and an individual chapter describing a fully-developed, post-apocalypse story. The main story play time is about 2 hour plus-minus 15 minutes.

Project Background, Research & Justification:
Career perspective:
Game designer is becoming a very competitive job in China's gaming industry especially for just-out-of-school students. So I want to make a game in order to show the recruiters that I am able to design, implement and publish a solo/independent game. So we might get an advantage in the job-hunting period.

Game genre perspective:
There has never been a Word Adventure Survival Game based on the post-apocalypse world in China. We might be the first team to explore this area. When other big companies want to form a team in this genre, we will use this experience as an advantage to apply for the companies' game teams.

Project Stakeholders:

Stakeholder	Reasons
Team members	- Create a decent portfolio/demo for the recruiters in order to get advantage during the Spring recruitment period. - Financial income once the game is published on platform

Timeframe:

Beginning	1/24/2021
End	4/25/2021

Project Development Approach:
The project is developed with two workflows in parallel at first and evaluates the progress with milestone meetings.

Story:
Development: In the first meeting, we will brainstorm the main structure of the story. Then the Project manager will assign each chapter to every responsible story designer to start drafting.

System:
Development:In the first meeting, we will brainstorm the core systems that we want to apply to our game. Then the Project manager will assign each system to every responsible System designer to start designing.

After the Story and System are finalized, we will conduct a story script reading session in our regular meeting time to keep everyone(especially Art designer and Programmer)up to date. Then the Art designer and Programmer will start to implement the artwork and systems based on the script.

Project approval requirement(Scope & deliverable)
Final result:
Time: 4/25/2021
Success Criteria:
Story:
- Story background is on post-apocalypse China
- Character card for every NPC and main character
- Prologue chapter contains game tutorial
- Chapter 1 contains story callback to Prologue
- 20 choices per chapter
- 2-chapter complete story with beginning, climax & ending
- 5 story endings based on gamers' choices during the story
- foreshadowing for future story

System:
- UI/UX system
  - shows gamers'
    - items
    - skills
    - health condition
  - shows game's
    - choice boxes
    - NPC & character card
    - current time
    - save & load option
    - general setting
    - start
    - developmenter list
    - tutorial
- Map system
  - represent the key area/spot
  - represent the gamers' location
- Choice/dialogue system
  - choices representation to gamer

- - ○ gamers choice reflect the following procedure and ending
  - Health system
    - ○ reflect the health condition of characters & NPCs

Art:
- Thumbnails pic for 10 items & 10 skills
- Portrait for every NPC & main characters
- Portrait for every environment background
- Map

Program:
- System full implementation

Game:
- Gaming time through main story is about 2 hours +- 15 mins
- Game published on Steam/Epic platform

Measurement Method:
Alpha test: Every team member will play the game and provide feedback. Then we upgrade the game.
Beta test: Send 100 copies to team members' friends/families. Project manager will collect their feedback. Then we upgrade the game.

Sign-off Authority: Chief Gaming Designer(A)

Milestone:

*Time & location***:**
- Weekly meetings Sunday evening 8 p.m. 1/24/2021 - 4/25/2021
- Online meeting via Zoom

Success Criteria: Detail in Project Milestone part
Measurement Method
- Story
  - ○ Put story script in shared doc
  - ○ Read story script during meeting
- System
  - ○ Put system flowchart in shared drive
  - ○ Explain how the systems work
- Art
  - ○ Put artwork in shared drive
  - ○ Show artwork in meeting
- Program
  - ○ Put program in shared drive
  - ○ Program demo in meeting
- Collective evaluation

Sign-off Authority: Chief Gaming Designer(A) & Chief Story Planner(only for story part)

Project Milestone & Weekly Meeting

Date & Time	Pre-meeting content due	In-meeting content
1/24/2021	Team Member Recruitment	First meeting: ● Icebreaker/Introduction ● PM go through the project ● Story: ○ Brainstorming story background

		• System: ○ Brainstorming required system

1/31/2021
8:00 p.m.
	• Story:
	    ○ Story skeleton
	• System:
	    ○ Initial system design
		Team member evaluate the progress & bring out suggestions

2/7/2021
8:00 p.m.
	• Story:
	    ○ Character card
	• System:
	    ○ System flow chart
		Team member evaluate the progress & bring out suggestions

1/21/2021
8:00 p.m.
	• Story:
	    ○ Story script
	• System:
	    ○ System flow chart
		Team member evaluate the progress & bring out suggestions

2/14/2021
8:00 p.m.
	• Story:
	    ○ Story script
	• System:
	    ○ System flow chart
		Team member evaluate the progress & bring out suggestions

2/21/2021
8:00 p.m.
	• Story:
	    ○ Story script w/ choices
	• System:
	    ○ System flow chart
	• Art
	    ○ Character & npc portrait
		Team member evaluate the progress & bring out suggestions

2/28/2021
8:00 p.m.
	• Story:
	    ○ All story
	• System:
	    ○ All system flow chart
		Team member evaluate the progress
		Chief Gaming Designer(A) & Chief Story Planner(only for story part) sign off on story & system

3/7/2021
8:00 p.m.
	• Art
	    ○ Map portrait
	• Program
	    ○ UI/UX system
		Team member evaluate the progress & bring out suggestions

3/14/2021
8:00 p.m.
	• Art
	    ○ environment portrait
	• Program
	    ○ Map system
		Team member evaluate the progress & bring out suggestions

3/21/2021
8:00 p.m.
	• Art
	    ○ Thumbnails pic
	• Program
	    ○ Choice/dialogue system
		Team member evaluate the progress & bring out suggestions

3/28/2021 8:00 p.m.	Program • All systems	• Team member evaluate the progress & bring out suggestions • Game demo • Chief Gaming Designer(A) sign off on Art &

		Program
4/4/2021 8:00 p.m.	Alpha test	Discuss what need to improve
4/11/2021 8:00 p.m.	Game fix & find 100 volunteer	Game demo
4/18/2021 8:00 p.m.	Beta Test	Discuss what need to improve
4/25/2021 8:00 p.m.	Game fix and Publish	Chief Gaming Designer(A) sign off on this project

Project Team Member:

Title	Task Description	Name/Alias	Contact(E-mail,Phone)
Chief Gaming Designer/initiator	- Produce high-level framework for - Story background - System choice - Veto right - Milestone evaluation - Task evaluation	A	1111111111
Project Manager	- Take minutes of meeting - Recruitment of team member - Assign detailed tasks - Milestone evaluation - Task evaluation	Bao	222222222
Chief Story Planner	- Evaluate every Chapter of the story - Adjust the story draft to game scenario	b	333333333
Story Designer (Prologue Chapter)	- Draft Prologue part of the story & choices - Draft story tailored to gaming tutorial - Develop character card	b,c	444444444
Story Designer (First Chapter)	- Draft First Chapter of the story & choices - Draft story callback to Prologue - Draft 5 different endings linked to the choices - Embed forshawing for future story - Develop character card	d	555555555
System Designer	- Design system flow based on brainstorming results. - system framework	e,f	666666666

	○ UI/UX system ○ Map system ○ Choice system ○ Health system		

Art Designer	● Design and draw artwork including:
	  ○ Character/NPC portrait
	  ○ Transition drawing
	  ○ Environment drawing
	  ○ Item portrait
	  ○ Skill potrait
		g	777777777

Programmer	● Implement:
	  ○ UI/UX system
	  ○ Map system
	  ○ Choice system
	  ○ Health system
	● based on system flowchart
		h	888888888

Project Resources:

Development tools:	Tools name	Cost
for story	cloud doc	0
for art	Adobe Ai/PS	0
for system	XMind	0
for Programming	Unity	0
for log/version control	cloud drive	0

Advisors:	Name/Alias	Contact(E-mail/Phone)
for story	R	9999999999
for system	Z	0000000000

Project Assumptions:
Assumptions on Project Team member:
Expected experience/skills:
- All members:
  - Have gaming experience on at least 1 story-driven computer/console/mobile game.
  - Access to Drive, Doc, Zoom.
  - Check messages/emails frequently, at least 3 times a day in the morning, at noon and evening.
  - Committed throughout the whole project period.
- Story designer:
  - Have independently drafted at least 1 fictional story.
- Art Designer:

- ○ Proficient in Cartoon drawing.
- System designer:
  - ○ Proficient in game system design.
  - ○ Able to design realizable systems.
- Programmer:
  - ○ Have experience in game development with Unity.
  - ○ Able to implement simple game systems.

Assumptions on Gaming platform:
- Steam still exist.
- Steam will accept our game.

Assumptions on Testers:
- 100 volunteer testers can be found
- Testers can access steam/epic platform

Project Constraints and Risks:

Type	*Constraints/Risks*	*Reason*	*Potential solutions*
Platform	Not accept our game	Previous happened	Turn to Epic platform
Team member	Working remotely	Covid-19 & Still students	Zoom milestone meeting
Team member	Not fully committed	Still students & About to graduate	Long development period & Dynamic recruitment
Team member	Find 100 testers	Beta test of the game	
Tester	May not provide valid feedback	Previous happened	

Project Manager Authority:

Assigned project manager	*Responsibility*	*Authority level*	*Signature*
Ge Bao	- Take minutes of meeting - Recruitment of team member - Assign detailed tasks - Milestone evaluation	Determine whether each milestone and whole project is complete/successful or not.	

Name and authority of the sponsor or other person(s) authorizing the project charter:

Name	Authority	Signature
A	- Determine whether each milestone and whole project is complete/successful or not. - Sign off on project charter - Sign off on the whole project.	