

## Preproduction Checklist

	Y/N	Notes
<b>Concept</b>		
Initial game concept defined		
Platform and genre specified		
Mission statement completed		
Basic gameplay elements defined		
Prototype completed		
Risk analysis complete		
Concept pitch ready for approval		
Concept approved by all stakeholders		
Project kick-off scheduled		
<b>Game Requirements</b>		
“Must have”, “should have”, and “nice to have” features specified		
Constraints defined and accounted for		
Milestones and deliverables defined		
Technology evaluated against feature set		
Tools and pipeline defined		
Basic design documentation completed		
Basic technical documentation completed		
Risk analysis completed		
Game requirements approved by all stakeholders		
<b>Game Plan</b>		
Budget completed		
Initial schedule completed		
Initial staffing plan completed		
Schedule and staffing plan approved by core team members		
Game plan approved by all stakeholders.		

Adapted from *Fundamentals of Game Development*, Chandler and Chandler.