

Dice Hero

Release Plan

GAM150S21KR

Spring, 2021

Team MuYaHo

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Release Plan Structure

Release 1: Prototype

Release Duration: Week 4 to Week 7

Implement resources and equipment for prototype games. Implement for blacksmith's shop and combination. Improve visual elements (UI). Implement the DEF and apply attack and defense formulas to be used for in-game.

Must Have Features

- <Apply chapter 1> (XL)
 - <**Main Contents** - Implement Material> (M): Objectify Chapter1 (add 7) planned monster drop materials.
 - <**Main Contents** - Implement Equipment> (L): Objectify Chapter1 (add 6) planned equipment. Be Included primary balancing operation.
 - <**Main Contents** - Implement Combination(not completely)> (L): Implement a simple combination(only chapter1). Be with a combination point formula.
 - <**Main Contents** - Implement Forge(not completely)> (L): Blacksmith's store-like features but not for all equipment(for only chapter1).
- <**Main Contents** - Implement Inventory(not completely)> (L): Inventory for managing item ownership and equipment wear-release.

Should Have Features

- <**UI** - Implement Chooseable Chapters> (S): Simple UI modification for smooth storytelling.
- <**Contents** - Implement Paddler and Magic Tower> (M): In-game add-ons.
- <**UI** - Implement In-game log> (S): Players can immediately check the events that occurred in the in-game.
- <**Contents** - Implement Defense Power> (S): Adding a simple defense element(DEF).
- <**Math** - Apply Formula> (S): Apply the attack, defense formulas.

Nice to Have Features

- <**UI** - Improvement> (L): Improve visual information readability.
- <**ETC** - Add cheat for Debug> (S): Add various cheats for presentation.

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Release 2: Alpha

Release Duration: Week 8 to Week 11

Apply the 3 chapters(1, 2, 3) and different themes and add the necessary elements. In the 3 chapters, everything is complete except balance fine-tuning and art design.

Must Have Features

- <Apply 2 More Chapters>(XXL)
 - <**Main Contents** - Implement Material> (M): Objectify 2 more chapters(add 14) planned monster drop materials.
 - <**Main Contents** - Implement Equipment> (L): Objectify 2 more chapters(add 12) planned equipment. Includes balancing operation.
 - <**Main Contents** - Implement Combination Complete> (L): Add more of the combination formulas.
 - <**Main Contents** - Implement Forge Complete> (M): Blacksmith for 2 more chapters equipment.
 - <**Main Contents** - Implement Enemies>(L): Resource Objectification 5. Objectify 2 more chapters(add 6) planned monsters. Objectify 2 planned boss monsters. Without balancing.
- <**Main Contents** - Character Skills>(M): Add each character's skill. Character per 1.

Should Have Features

- <**Contents** - Implement Boss Pattern>(XL): Increase difficulty and enhance the purpose of the game by enabling the boss to make various and anomalous attacks.
- <**Behavior** - Remove Item>(M): The player will be able to remove items.

Nice to Have Features

- <**Behavior** - Sell Item>(M): The player will be able to sell items.
- <**ETC** - Enhanced Engine>(L): Improve game engine with Prof.Kevin's teachings.

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Release 3: Final

Release Duration: Week11 to Week 16

Complete audio-visual design. Balancing with sufficient play testing. bug fixes and optimizations. Add effects. Add resources for completeness of the game when there is a chance.

Must Have Features

- <Art - Art Design>(L): Apply all images.
- <Art - Audio Design>(L): Apply all sound effects and background music.

Should Have Features

- <Contents - Full Chapters>(XL) : Apply 3 chapters(chapter 4, 5, 6) and add its resources.
- <Test - Balancing>(L): Make a good balance. Test manager will request a playtest from others.
- <Test - Bug Fix and Optimization>(M): Via test manager's plan.
- <Art - Add Effects for Basic Behavior>(M): Add particles 1 for move and attack effects.

Nice to Have Features

- <Art - Add Effects for Every Behavior>(L): Add particles 2.
- <Contents - Add More Skills>(M): 5 Skills per Each Characters.