

# Milestones – Steven Universe – Save the Snacks!

Developer: Haley Phillips

## DELIVERY REVIEW

### Project Kick Off - June 5, 2019

### Pre-Production (GDD, ADD, TDD) - June 21, 2019

Game Design Document:

- Gameplay progression
- Player/enemy interaction and movement mechanics
- Content outline: characters, enemies, upgrades, level design, etc.
- Game wireframe
- Game economy

Art Design Document:

- Show-specific art direction guidelines
- List of all assets
- Basic mockups w/ demo of art style
- UI / Menu / Loading Screens (look and feel)
- Additional content/style: animation, particles, characters, environment, etc

Technical Design Document:

- Tool specifications: engine, programming language, plugins, etc
- Source code management
- Constraints/risks assessment
- Technical wireframe
- Code architecture

### Vertical Slice - July 12, 2019

All key systems and features should be in place. This build will apply intended art assets where possible, but placeholder material is also expected

- Start Screen - temp assets
- Temporary map asset
- Minimum art assets: 1 snack, 1 enemy, 1 player
- Basic UI Elements: Lives bar, Pause button, Score/coins tallies, Sword icon
- Core gameplay features:
  - Random generation (snacks, swords, enemies)
  - Player swipe movement controls
  - First pass of stage design (1-3 finite levels)
  - Snacks can be collected for points
  - Swords can be collected & activated with tap for x seconds
  - Player loses a life when colliding with enemies
  - Two kinds of enemies
    - Accumulate over time
    - "vulnerable" when sword is activated and can be killed on collision for coins

## **Alpha - July 29, 2019**

Game is system and feature complete and 30-50% content complete. Most artwork should be intended final or for review. Any placeholder art should be explicitly listed. Not expected to be super polished or balanced, but main user flow should be free of blocker bugs.

- Apply vertical slice feedback
- Buying characters add them to your “party”
- ~~Results screen with high score~~
- Shop - temp assets
  - Can buy characters for extra lives
  - Can upgrade sword duration
- Adding art assets
  - ~~Game logo~~
  - Title screen: options menu and play button
  - Crystal shrimp enemies
  - Hedge maze layout
  - 4 heads for player party (can also use these for shop)
  - UI Buttons: title screen, in game, shop, results screen
- Begin adding sound/music assets

## **Almost Beta - August 9, 2019**

Since my internship end date is August 9, I think it would be a good idea to do a check in on or before this date to see where I ended up before I part ways with the team.

## **Beta - TBD**

Game is feature and content complete, ready for bug fixing and polish. Game should be fully playable top to bottom, ready for bug-fixing, balance, and polish. Full CN internal and external QA will begin.

- Refine all systems and mechanics
- Working game settings
- Complete any remaining content:
  - Minimum of 2 more snack graphics
  - Loading screen art
  - Title screen art
  - Shop art
- Tutorial copy implemented
- Fully implement SFX and music

## **Gold Master Candidate - TBD**

All bugs have been addressed, all balance and polish complete. Intended final build is handed off to CN, ready for final submission QA.

- All features, systems and content are complete and in
- All bugs reviewed and addressed
- All balance and polish completed