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LEGO Fishtank  
LEGO Fish Tank Milestone Deliverables

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**Ideation**

Beginning 4th week of January (21st of January) – 3 weeks – End 8th of February

**Prototype And Planning**

7 weeks -29th of March

* AI: Fish Behavior and Path-finding
* Animation (Tech and Art Prototype)
* Interaction between Objects
* Scanning Technical Prototype
* Marketing Video
* Personalities Defined (Design Documentation)
* Target Asset Counts
* Design Prototypes of Gesture Fish Interactions (GFI)

**First Playable**

7 weeks – 17th of May

* Fish Scanning
* Sticker Placement (Zero GUI)
* Scanned Fish in Tank
* Basic Fish Behavior and Communication via Emotes and supporting animations (Fish and Stickers)
* Initial Fish Environment running on devices.

Note: Some elements may be in separate builds on devices.

* Pending and dependent on the outcomes of GFI Playtest and Sound Playtests

**Alpha**

7 weeks – 5th of July

* User Flow of Scanning “Gamification”
  + Building Inspiration
* Object Customisation
  + Stickers
  + Types (Fish, Buildings and food)
* Objects into Tank
* Fish Personalities
* Fish tank Environment
* Deleting Fish (No Related activity)
* Full Launch Sticker Library
* Full Archetype Fish Mood Animations
* Gesture Fish Interactions
* Localisation System
* Screen flow and GUI
* Launch Sounds and Music
* Zero 100% reproducible A Defects

**Beta**

6 weeks – 16th of August

* Zero A, B and C defects
* Launch Localisation Locked
* Feature Polish

Certification 2nd week of June for iOS and Android

**Release**

Starting first week of August - 2 Weeks - 30th of August

* “Go Live” Approval
* Certified Submission
  + Android
  + iOS
* Marketing Collateral

**Fish Tank V2 (proposed)**

* Story and Event system
* Characters
* Dr. Crabot
* Shark Event
* Knocked Out Fish
* Entity Stats
* Currency
* Achievements
* Multiple Save Files