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**R e d i r e c t**

Release Plan

GAM150A Summer 2015

**Team Lambda Alpacas**

**Christian Ayson James Hammond**  Product Manager Technical Director

**Sawyer Simpson Alex Torres**  Producer Lead Designer

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| GAM150 |  |  |  | Summer 2015 |

# Release 1: Preproduction (5/21/2015)

At the end of the preproduction phase, our GDD should be fully written out and everyone should have a clear grasp on what the game should look like, feel like, and play like. The entire team should know what our goals are for each release and what tasks we should prioritize first. Since our game is mainly puzzle making based. This means creating the base features needed to efficiently test and create features needed for engine release.

## Must Have Features

* **Brainstorming (M):** Brainstorm ideas, features, and everything else for planning out the game. A lot of different ideas are thrown out.
* **Design Game (L):** Go through the ideas and work together to visualize a game. People should have a clear vision on what the game should be like at this point.
* **GDD (L):** Write out the GDD and discuss it in its entirety with the team.

## Should Have Features

* **Player Movement (L):** Smooth rotation as player points toward mouse and moves fluidly around the map.
* **Shoot-able Portal Projectile (M):** Player can fire two separate projectiles that are on left and right mouse button shooting towards the mouse.
* **Basic Levels (M):** A nice easy level where the player must shoot a portal across a pit to get to the other side.

## Nice to Have Features

* **Portals (L):** Portals spawning on wall where projectile hits and blocks + player go through portal properly.
* **Final Character Art (M):** A cute nanobot with a pink bow, cleanly shaded to giving it an almost 3D feel.

# Release 2: Engine-Proof (6/4/2015)

By the end of engine-proof, we expect to have at least all of the functionality required to play the game. Game will not have much content, but the player will have the ability to move around the level, die and respawn, go through portals and all blocks interact accordingly.

## Must Have Features

* **All block types (L):** All possible directions, Laser, Bomb, Fire, Ice,
* **Blocks through Portals (L):** All block types are able to correctly go through portals, including laser beams.

## Should Have Features

* **7 playable levels (M):** One level for each type of block and a basic tutorial level.
* **Easy level creation (M):** Game designer can easily build levels with a file map editor.

## Nice to Have Features

* **Working menu system (M):** Play, Controls, Credits, and Quit buttons that go to said command.
* **Level progression (M):** Each level builds off the last to teach the player how everything works and to start think about puzzle combinations.

# Release 3: Alpha (6/18/2015)

The alpha release of our game will be feature complete. All functionality will be implemented and the game can be played from start to end. At least 15 levels which slowly teach the player the mechanics and then increasingly gets more in-depth puzzles will be finished. From alpha on, only content creation (More levels with intricate design), playtesting will occur and polishing.

## Must Have Features

* **12 playable levels (L):** Player go play through from start to finish 12 levels that become more and more challenging.
* **All mechanics bug free (M):** Everything works as intended and nothing collides incorrectly with anything else.

## Should Have Features

* **Menu screen (M):** Animated buttons that indicate which button is selected along with a game logo or concept art will be displayed in the background.

## Nice to Have Features

* **In-game music (S):** A timely paced song that enriches the player in a more realistic emotion.
* **Detailed tutorial levels (M):** First 7 levels are quick easy tutorial levels to really teach the player every mechanic and how they could work together.

# Release 4: Beta (7/9/2015)

Game will be polished as much as possible and full of content by the end of Beta production. The main goal for Beta is content creation, as many levels as possible. All of the functionality is implemented and all that is left is to create and playtest.

## Must Have Features

* **Win/Lose condition (L):** When either event happens the player will clear know what is happening and smoothly transition into its proper outcome.
* **Complete 24+ levels (L):** 24 levels that progress and challenge the player in as many new ways as possible.

## Should Have Features

* **Particle System (M):** Portals and projectiles have glowing particles and bombs/fire interact with particles now.
* **Different Bows (S):** Player can choose between a few different bow colors and hats the fit their style.

## Nice to Have Features

* **Menu sound effects (S):** Buttons make noise to indicate the player is selecting that button.
* **Level select screen (M):** A level with small pictures of each level in the correct order from which the player can choose to play from.

# Release 5: Final (7/16/2015)

During the Beta Phase, content creation will be mostly completed. All that is left until Final release is playtesting and polishing.

## Must Have Features

* **25 Levels (S):** One final level to add all combinations of interactions of each block type, really challenging the player.
* **Different Bows (S):** Player can choose between different colored bows.

## Should Have Features

* **In-game sound effects (M):** Portals make a slight hum and a warping sound when the player goes through them. Lasers have a slight buzz to give the game a laboratory/scientific theme.

## Nice to Have Features

* **Small Achievement System (M):** Simple achievement system that the player can view and unlock as they go through the game and possible find hidden items.
* **Hat System (M):** A hat system alongside the achievement system for the player to unlock secret and interesting new hats.

# Appendices

## Appendix A: Task Backlog

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