Level Design II – Group Project Milestones

Below are the major milestones for the game your team will produce this fall in *Level Design II*.

Initial Concept Pitch & Design Doc Due Date: 9/12/18

Milestone 1 – Initial Concept, Pitch, and GDD

Personal	Game	Design Doc
One-page game design concept.	10-page slideshow pitching your game.	"Alpha Build" Game Design Draft complete with Game Overview, Win/Lose Conditions, Game Controls, Game Mechanics and Asset List sections filled out (these can be edited later). *Other information may be present but will not be graded.*

What each team member must submit:
- One-page game concept (previously submitted as an individual assignment.

What each team's producer needs to submit:
- Concept Pitch Slides (submit as a .pdf)
- Initial draft of game design doc.

Alpha (9/21/18)

Milestone 2 – Alpha Release

Personal	Game	Design Doc
	Core mechanics are in, working, and can be tested in a demo playground level. Game is buggy, but playable. Gameplay may cause crashes or unintended consequences.	1) "Beta Build" Draft complete with HUD Layout, Level Layout, and IPM Chart. Previous sections need to be updated to be current with the game. Version History needs to be updated to include any previous changes. 2) Production Schedule

What each team member must submit:
- N/A

What each team's producer needs to submit:
- Zipped folder containing:
  - Unity Project
  - Design Doc
    - Game Controls Mockup
    - UI/HUD Mockup(s)
  - README file
  - Production Schedule

Beta (10/19/18)

Milestone 3 – Beta Release

Personal	Game	Design Doc
Peer Review (See blackboard assignment for this)	All game mechanics are functional and have received some polish and improvements. Most levels are in-game, but need further balancing/audio/ art additions. Game may still have a few minor/small bugs. The game can be demoed.	"Gold Build" Draft completed. Version History updated with any previous changes.

What each team member must submit:
- Peer Review (completed via link on Blackboard)

What each team's producer needs to submit:
- Zipped folder containing:
    o Unity Game Build for PC (windows .exe)
    o Design Doc
    o Playtesting notes
    o README file

Gold (12-7-18)

Milestone 4 – Launch (Presentation, Last Day & Final)

Personal	Game	Design Doc
Peer Review (See blackboard assignment for this)	Final Build (windows exe). Game should be complete with a main menu, level select screen (if applicable), and all final sounds and art have been added.	Final draft. The design document should represent your game exactly and not contain inconsistencies between your document and game.

What each team member must submit:
- Peer Review (completed via link on Blackboard)

What each team's producer needs to submit:
- Zipped folder containing:
  - Final Unity Game Build for PC (windows .exe)
  - Final Design Doc
  - Final Presentation Slides
  - Final README file
  - 1-2 minute trailer of your game