### Production Deliverables: Garden of Math and Evil

In production a team builds the game for the intended platform(s), either implementing for one platform at a time, or multiple simultaneously. The Science team now has checks-in at least every 1-2 weeks to ensure on-track compliance with the agreed upon requirements. Similarly, the art team starts weekly reviews of progress, style and the scalability of art across device sizes. UX and QA, if not already up-to-date, will ramp up on science requirements and plans for the game’s flow, mechanics and feedback systems. This may include an evaluation of the game to determine likely usability issues related to game flow, messaging and/or user interaction.

#### DELIVERABLE:

* User tested, UX and Science approved build for each platform with no P1-P2 Issues.

#### QUESTIONS:

* Does the design require game state tracked across game sessions?
  + No, the only information required is last game’s **userLevel**
* What’s the length of a single play through of the game?
  + Currently it is 8 trials (testing)
* How much can we tune now and through playtests vs. collecting data in beta?
  + Ask Lance

#### CRITERIA TO ADVANCE:

* QA testing confirms all tutorials, core game scenarios and interactions work as expected.
* Fair, balanced scoring rewards performance and difficulty in a range up to our ~65k limit.
* Production quality art assets have replaced all developer art, even if changes expected.
* All sound effects (SFX) are hooked up with at least placeholder sounds

SIGNOFF: Science, PM, Game Systems, Engineering, Art, UX, QA