**Neon Sign**

Release Plan

GAM150S16KR

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Team Myung

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**Release 1: Preproduction**

Release Duration: 4 weeks

Goals of the release

* Goals for the preproduction is making the concept of the game. With concrete idea about the core mechanic of the game and the story that will proceed the game. Also plan to have concept art to show what the game would look like.

Must Have Features

* <Core mechanic image> (L): An image that could describe the core mechanic of the neon sign.
* <Capability> (L): Make sure that the game is actually be able to make.

Should Have Features

* <Story> (M): Story to progress the game play.

Nice to Have Features

* <Concept art> (M): Concept art of main menu, dark future city with turned off neon signs.

**Release 2: Engine Proof**

Release Duration: 2 weeks

Goals of the release

* Goals for the engine proof is making the least component that could actually show the core mechanic of the game. It should shoot the electric ball, actually hits the wall and changes the path. Be able to create boxes would be really nice.

Must Have Features

* <Shooting> (L): The canon shoot the ball in ideal (not too fast or slow) speed.
* <Collider> (L): Create box and sphere collider to make the ball collide with the wall.
* <Elasticity> (M): Set the proper elasticity on the ball and the created box to make a nice reflect.

Should Have Features

* <Angle> (M): Be able to change the shooting angle.
* <Gravity> (M): Let the ball fall, when it is in the air.

Nice to Have Features

* <Create box> (S): Let the player create a box.

**Release 3: Alpha**

Release Duration: 3 weeks (+Spring Break)

Goals of the release

* Goals for the alpha is making more features of the core mechanic. Now the player can change the angle of the shooting and the ball will drag down by the gravity and create boxes. It will be really nice to have a level that is actually able to clear.

Must Have Features

* <Angle> (L): Be able to change the shooting angle.
* <Gravity> (L): Let the ball fall, when it is in the air.
* <Controller> (M): Choose nice key for every action.

Should Have Features

* <Create box> (M): Let the player create a box.

Nice to Have Features

* <Special box> (S): When the ball touches this wall, it will deliver the ball to specific direction with high speed.
* <Level design> (S): Locate the cannon, neon sign, building for every stage.

**Release 4: Beta**

Release Duration: 3 weeks

Goals of the release

* Goals of the beta is making more features of the game play. These include main menu where the player can select stages and inside the stage, can rotate the created box and clear and come back to the main menu. Additional features that could help the game should also be ready. It will be really nice to have neon sign designs prepared and actually show changes when it is turned on and off.

Must Have Features

* <Level design> (L): Locate the cannon, neon sign, building for every stage.
* <Main menu> (M): The player can choose the stages at the main menu.
* <Stage clear> (L): When the electric ball touches the neon sign, the stage gets cleared.
* <Rotate box> (L): The player can rotate the created box.

Should Have Features

* <Path tracking> (M): When the ball is shot, show the path of the ball.
* <Special box> (M): When the ball touches this wall, it will deliver the ball to specific direction with high speed.
* <Tutorial> (S): Make a level that could give the player introduce how to play the game.

Nice to Have Features

* <Neon sign design> (S): Make the neon signs look like neon sign and glow when it should.

**Release 5: Final**

Release Duration: 1-1.5 weeks

Goals of the release

* Goals of the final is making the game be ready to be released. All of the features planned should be done which includes music, particle effects and neon sign designs. Will also polish some of the levels that received bad response and will be nice to have more realistic neon sign effects.

Must Have Features

* <Neon sign design> (L): Make the neon signs look like neon sign and glow when it should.
* <Particle> (M): Particle effects showing sparkles and flickering for the electricity.
* <Music> (M): Set background music and electric sound when electric ball touches an object.

Should Have Features

* <Level Polishing> (M): Polish and relocate some objects of the created level.

Nice to Have Features

* <Flickering effect> (S): When the electric ball touches the neon sign, neon sign flickers and then turned on.