# SPARC

## YEAR END TIMELINE AND MILESTONES

### OCTOBER

**Robby/design stuff**
Launch landing page - *top priority*
Seer UI design for prototype
Player UI wireframes
Implement feedback from last play test
Flesh out class level up system and special abilities
Figure out level up system for Seers
Write tutorial adventure
Write first Forest Hub adventure
Playtest (should we shedule these consistently like every week or two?)

**Jordan/developer stuff**
Build out database based on table we discussed
Build a rough prototype of Seer running a single adventure
Put all Mountain Hub adventures in prototype

### NOVEMBER

**Robby/design stuff**
Figure out gold system and items
Write the other 2 Forest Hub Adventures
User journeys, including outside of adventure game stuff
Design Hub UI, menu UI, stuff outside of adventures
Playtest (should we shedule these consistently like every week or two?)

**Jordan/developer stuff**
Item systems
Prototype Forest Hub adventures
Start working on screens outside of adventure

### DECEMBER

**Robby/design stuff**
Write City hub adventures
Playtest (should we shedule these consistently like every week or two?)

**Jordan/developer stuff**
Prototype City hub adventures
Have a tight prototype that we can share with others, browser based maybe
10 playable adventures, 3 hubs, all content placed and working,

**Things assigned to Ross that are not moving**
- Core discovery (brand attributes, personas, empathy boards, priorities)
- taglines
- how are we going to do artwork? We have a style direction, but don't know if we are hiring out or just using stock for time being.
- landing page copy

**Social**
Social looks to be calendared out and Ophelia is taking over that. I think we should try to schedule Twitch stuff more consistently, even if it's just a discussion and not a play test. Have we published our first play test to youtube or twitch?

**Next year**
I think next year we are going to tackle the Adventure Forge, the system that allows users to build their own adventures, app developoment, art, audio, animation, public alpha and beta test and possibly launch

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## GAME DEVELOPOMENT PROCESS

We are around here.



| PLANNING | PRE-PRODUCTION | PRODUCTION | Testing | PRE-LAUNCH | LAUNCH | POST-PRODUCTION |

**PLANNING**

- **What are we building?** A simplified digital rpg in the spirit of traditional tabletop role-playing games (ttrpg) where a Seer runs and potentially creates new adventures for other players.
- **What is our budget?** I have no idea, that's a Ross question.
- **Who is the audience?** We have a general idea for all ages for people who are interested in fantasy genre (lord of the rings, game of thrones) but are intimidated or put off by the commitment and stigma associated with ttrpgs. Ross and I discussed doing our core discovery for Sparc but have not scheduled a time for this.
- **Which platform will it be on?** The goals is for the game to be an app played on mobile devices, though the Adventure forge where Seers can create their own adventures may be best on a desktop view in a browser, likely a user portal on a website.

**PRE-PRODUCTION**

- **Storytelling.** We want to have 10 adventures ready to play by the end of the year. I have written 3/10 with the rest scheduled out every other week til the end of the year.
- **Technological capabilities.** Jordan is working on a digital prototype, he can fill you in on the details. I don't know if Jordan can do mobile app development or if we will need to hire someone to help with that.
- **Early prototyping.** We are working on this, but some things are being held up by me finishing UI design
- **Milestone scheduling.** Hey, that's what we're doing right now!

**PRODUCTION**

- **Designing.** There's a lot of UI design that needs to get done. We also don't have any original art besides the character class icons.
- **Audio, Visual Effects.** We need to plan out audio and visual effects. I've scheduled this for later this month.
- **Mechanics.** We are working on this. Some things like combat need to be tested.
- **Developing and Rendering.** Jordan is working on a rough prototype, but we don't have any plans set for mobile app development, that will be a next year thing.

**Testing**

- **Bug Identifying.** We are always testing and looking for things that are broken or can be improved.
- **Feature exploitation.** We have not specifically tested exploitation of game features, but fortunately, the human component of the game helps guard this.
- **Is the game to easy/hard?** We've got feedback that combat is currently too easy. There are some things we want to test soon.
- **Is the game even fun to play?** General feeback is positive, but we've only tested two adventures, and this is my biggest concern when I design and test.

**PRE-LAUNCH**

- **Alpha/Beta release.** I think we want a rough alpha playable by the end of the year. Beta is still far out there.
- **Marketing hype.** We have social, but I think we need to be more consistent with Twitch streams, even if it's just discussion and not playing. Landing page is waiting on Ross for copy. I'm sure there's more we can be doing but I don't know if we have the budget or if it's that important this year.
- **Gaming conventions.** Oooh we should definitely bring this to game convetions, from small local shops to larger events like Fan-X.
- **Independent advertising.**

**LAUNCH**

- **Major bug squashing.** Hopefully major bugs are squashed in beta tests.
- **Minor bug squash.** We'll need to set up a support system for bug reporting
- **Polishing.**
- **Master realease.**

**POST-PRODUCTION**

- **More bug squasing.**
- **Game patching.**
- **Game balancing.**
- **New content development.** Ross and I have created a world map and we plan on releasing new content.