GAM150S14-D

Spring 2014

Neko Means Cat

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Game School Simulator 2015

Phased Plan Document

Table of Contents

[Engine Proof 2](#_Toc379912173)

[Code 2](#_Toc379912174)

[Tools 2](#_Toc379912175)

[Content 2](#_Toc379912176)

[Finishing 2](#_Toc379912177)

[Alpha 3](#_Toc379912178)

[Code 3](#_Toc379912179)

[Tools 3](#_Toc379912180)

[Content 3](#_Toc379912181)

[Finishing 3](#_Toc379912182)

[Beta 4](#_Toc379912183)

[Code 4](#_Toc379912184)

[Tools 4](#_Toc379912185)

[Content 4](#_Toc379912186)

[Finishing 4](#_Toc379912187)

[Final 5](#_Toc379912188)

[Code 5](#_Toc379912189)

[Tools 5](#_Toc379912190)

[Content 5](#_Toc379912191)

[Finishing 5](#_Toc379912192)

# Engine Proof

We should only have the basic architecture of the game right now. All the functionality needed to create content should be in by now, including a sound system, input system, and graphics. There will, however, be only minimal content, only enough to demonstrate the functionality of the engine. The data pipeline should be almost fully functional by now, allowing us to load textures, data, and sound files into memory.

## Code

**Core Architecture:** The architecture should be completely done, so that any new modules can be easily added on.

**Graphics Code:** Graphics system should be fully functional, allowing us to draw sprites and sprite-text on the screen.

**Audio Code:** Preliminary functionality should be in. This means that we should be able to play sounds and music, but advanced features like looping are not necessary.

**Input Code:** Input should be fully functional. We should be able to handle all input necessary for the game, including mouse and keyboard. ASCII input is not required, however.

**GUI Code:** Only preliminary GUI needs to be implemented to test functionality of the engine.

**Game Logic Code:** Only preliminary game logic needs to be implemented to test functionality of the engine.

## Tools

**Content Pipeline:** At this time, the content pipeline should be fully functional.

**Debugging:** No debugging as of this stage.

**Other Tools:** We have an asset packaging system that packs all our data into a .pak file. This should be fully functional by this time.

## Content

**Art Assets:** Initial templates for rooms and students should be created by this milestone.

**Audio Assets:** Sample tracks to decide on an audio style should be created by this milestone.

**Written Assets:** None are required at this time.

**Game Data:** All data definitions should be created at this point, at least on paper. Changes can still be made though.

## Finishing

**Testing:** Only internal testing has been done by this point.

**Polish:** No polish at this point.

# Alpha

The game should be ready for testing. Visually, the game does not need to be polished. Functionality should all be in the game by now, such that players can give us feedback about the mechanics and the UI flow.

## Code

**Core Architecture:** Architecture should be complete.

**Graphics Code:** Graphics system should be complete. However, easing functions to create smooth movement is not required at this point.

**Audio Code:** Audio system should be complete.

**Input Code:** Input system should be complete.

**GUI Code:** All GUI should be complete. However, easing functions to create smooth movement is not required at this point.

**Game Logic Code:** All game logic code should be implemented. Changes may be made depending on playtesting.

## Tools

**Content Pipeline:** At this time, the content pipeline should be fully functional.

**Debugging:** Code review must be done a week before this milestone.

**Other Tools:** We have a pak system that packs all our data into a .pak file. This should be fully functional by this time.

## Content

**Art Assets:** 7 out of 10 hats, 8 out of 8 faces, and 7 out of 10 bodies should be created by this milestone.

**Audio Assets:** All music should be completed by this time, but does not need to be polished or final. All sound effects must be identified and be actively being produced at this time.

**Written Assets:** First draft of dialogue should be implemented in the game by now.

**Game Data:** All data definitions should be implemented by this point.

## Finishing

**Testing:** Initial testing with 3-5 playtesters should be done by this point.

**Polish:** Minimal polish should be done by this point.

# Beta

The game should be almost completely balanced by now. It should look very close to what we want it to look like in final. Game should be generally polished, with changes made based on feedback.

## Code

**Core Architecture:** Architecture should be complete.

**Graphics Code:** Graphics should be fully polished, with further changes made only based on feedback.

**Audio Code:** Audio system should be complete.

**Input Code:** Input system should be complete.

**GUI Code:** GUI should be fully polished, with further changes made only based on feedback.

**Game Logic Code:** All game logic code should be implemented. Minimal changes should be made to this code from now on.

## Tools

**Content Pipeline:** At this time, the content pipeline should be fully functional.

**Debugging:** Code review of new modules must be done a week before this milestone.

**Other Tools:** We have an asset packaging system that packs all our data into a .pak file. This should be fully functional by this time.

## Content

**Art Assets:** 10 out of 10 hats, 8 out of 8 faces, and 10 out of 10 bodies should be created by this milestone. However, further polish can still be done.

**Audio Assets:** All music and sound effects must be done by this time. However, further polish can still be done.

**Written Assets:** Dialogue and writing should be finalized, with changed being made only based on changes from playtesting.

**Game Data:** All data definitions should be implemented by this point.

## Finishing

**Testing:** Playtesting should be done extensively, with an effort made to reach out to players outside of our friends.

**Polish:** All parts of the game should be polished by this time, with further changes made only based on feedback.

# Final

The game should be 100% polished and balanced as far as possible by now.

## Code

**Core Architecture:** Architecture should be complete.

**Graphics Code:** Graphics should be fully polished.

**Audio Code:** Audio system should be complete.

**Input Code:** Input system should be complete.

**GUI Code:** GUI should be fully polished.

**Game Logic Code:** All game logic code should be implemented.

## Tools

**Content Pipeline:** At this time, the content pipeline should be fully functional.

**Debugging:** Code review of new modules must be done a week before this milestone.

**Other Tools:** We have an asset packaging system that packs all our data into a .pak file. This should be fully functional by this time.

## Content

**Art Assets:** 10 out of 10 hats, 8 out of 8 faces, and 10 out of 10 bodies should be created by this milestone.

**Audio Assets:** All music and sound effects must be done by this time.

**Written Assets:** Dialogue and writing should be finalized.

**Game Data:** All data definitions should be implemented by this point.

## Finishing

**Testing:** Playtesting should be done extensively, with an effort made to reach out to players outside of our friends.

**Polish:** All parts of the game should be polished by this time.