AT02 Production Schedule

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**10-Week Production Schedule**

**Sprint 1 (Week 1-2)**

* **Duration:** 2 weeks
* **Goals:** Setup, core mechanics, and initial asset preparation.

**Tasks:**

1. **Setup and Planning**
   * Create GitHub repository for version control.
   * Setup document for project management.
   * Define technical specifications and requirements based on the provided game brief and assessment guidelines.
2. **Core Mechanics Implementation**
   * Implement First Person Controller:
     + First-person player controller script.
     + First-person camera controller script.
   * Implement Player Interaction:
     + Player interaction script.
     + Button interaction script.
     + Door interaction script.
     + Note interaction script.
3. **Initial Environment Setup and Asset Preparation**
   * Build the enclosed interior environment for the game.
   * Create placeholder assets for key interaction points.
   * Research and document third-party assets that can be used under CC0 or CC-BY licenses.

**Sprint 2 (Week 3-4)**

* **Duration:** 2 weeks
* **Goals:** Gameplay mechanics, unique mechanics, and narrative integration.

**Tasks:**

1. **Gameplay Mechanics and Unique Mechanics**
   * Implement Game Manager script:
     + Integrate win and loss conditions.
     + Manage game quitting functionality.
   * Implement Event Trigger script:
     + Setup trigger-specific events.
   * Implement unique gameplay mechanic (choose one):
     + Simple teleport/portal trigger.
     + Intermediate flashlight interaction.
     + Advanced sprinting interaction.
   * Implement additional gameplay elements as per selected unique mechanic.
2. **Narrative Integration and Asset Acquisition**
   * Implement narrative elements through note interactions.
   * Source or create 3D models and audio assets as per the detailed specifications:
     + Environment assets.
     + Note interaction objects.
     + Door models with animations.
     + Button interaction models with animations.
     + Audio assets (footsteps, GUI, door interactions, button interactions, additional sound effects).

**Sprint 3 (Week 5-6)**

* **Duration:** 2 weeks
* **Goals:** Level design, initial polish, and technical documentation.

**Tasks:**

1. **Level Design and Polishing**
   * Design and implement the main game level(s) within the enclosed interior environment.
   * Place note interaction objects and other gameplay elements strategically.
   * Ensure proper flow and pacing of the gameplay.
2. **Technical Documentation and Testing Preparation**
   * Prepare project documentation including:
     + Technical documentation for assets and scripts.
     + Initial production diary entries.
   * Prepare for initial playtesting and feedback sessions.

**Sprint 4 (Week 7-8)**

* **Duration:** 2 weeks
* **Goals:** Playtesting, iteration, and final asset integration.

**Tasks:**

1. **Playtesting and Iteration**
   * Conduct initial playtesting sessions.
   * Gather feedback and iterate on gameplay mechanics, narrative elements, and assets.
   * Optimize performance and ensure smooth gameplay experience.
2. **Final Asset Integration and Audio-Visual Polishing**
   * Integrate final 3D models, animations, and audio assets.
   * Polish environmental and gameplay audio-visual elements.
   * Implement final UI elements and visual effects.

**Sprint 5 (Week 9-10)**

* **Duration:** 2 weeks
* **Goals:** Final polish, user trials, and gold master build.

**Tasks:**

1. **Final Polish and User Trials**
   * Conduct user trials with a small group of testers (at least 3 users).
   * Gather feedback and identify necessary improvements.
2. **Final Build and Submission Preparation**
   * Implement final changes based on user trial feedback.
   * Finalize the gold master build:
     + Ensure all game sequences conform to the intended design.
     + Compile an executable version of the game for Windows.
     + Archive the build directory to a zipped file and store it in the version control repository.
     + Obtain final sign-off from the studio manager.

**LIST OF REQUIRED ASSETS**

**3D Models**

1. **Environment**
   * Enclosed interior environment with corridors and rooms.
   * Furniture and props suitable for a horror atmosphere.
   * At least three (3) unique physical props related to the game's narrative and atmosphere.
2. **Interactive Objects**
   * Note interaction objects (e.g., notes, diaries) with readable text.
   * Doors with opening and closing animations.
   * Button interaction models with animations.
3. **Player Character**
   * First-person player model (optional but recommended for reflections and other visual effects).

**Textures**

1. **Environment**
   * Textures for walls, floors, ceilings, and other environmental elements.
   * Specific textures for furniture and props.
2. **Interactive Objects**
   * Textures for note interaction objects.
   * Textures for doors and buttons.

**Audio Assets**

1. **Sound Effects**
   * Player footsteps (at least five (5) unique but thematically consistent footsteps).
   * Door opening and closing sounds (same length as animation).
   * Door locking sound (when door interaction is rejected).
   * Button interaction sound.
   * Additional ambient sound effects suitable for a horror atmosphere.
2. **Music**
   * Background music (optional, for enhancing the atmosphere).

**User Interface (UI)**

1. **Fonts**
   * Unique font for in-game text (e.g., note interactions).
   * Consistent font for other textual elements in the GUI.
2. **GUI Elements**
   * Reading panel GUI elements.
   * Interactive elements for buttons and doors.

**Scripts (Provided in the IMST-2024\_WalkingSim-HorrorLite.zip)**

1. **First-person controller package**
   * First-person player controller script.
   * First-person camera controller script.
2. **First-person interaction package**
   * Player interaction script.
   * Button interaction script.
   * Door interaction script.
   * Note interaction script.
3. **Other Scripts**
   * Game manager script.
   * Event trigger script.
   * GUI handler script.

**Other Assets**

1. **Animation**
   * Animations for doors (opening and closing).