AT03 Production Schedule

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**Week 1: Project Setup and Initial Planning**

* **Day 1-2**: Select the client project and download all necessary files from Blackboard.
* **Day 3-4**: Review the client brief and provided materials to understand project requirements.
* **Day 5**: Set up version control (GitHub) and project management tools (Hack 'n' Plan).

**Week 2: Research and Genre Analysis**

* **Day 1-3**: Research relevant game genres and gamified applications, focusing on core mechanics and player objectives.
* **Day 4-5**: Document findings in the production diary.

**Week 3: Audience Analysis and Market Research**

* **Day 1-2**: Identify and describe the primary target market.
* **Day 3-5**: Research consumer choices and patterns for the target demographic, document findings in the production diary.

**Week 4: Game Design Principles and Gameplay Strategies**

* **Day 1-2**: Research and identify game design principles and gameplay strategies.
* **Day 3-5**: Outline how these principles and strategies can be applied to the project, document in the production diary.

**Week 5: Version Control and Project Management**

* **Day 1-2**: Set up version control (GitHub) repository for storing project files.
* **Day 3-4**: Describe project management guidelines using agile software (Hack 'n' Plan).
* **Day 5**: Link to the software repository in the production diary.

**Week 6: Production and Testing Schedule**

* **Day 1-2**: Identify technical specifications and required assets.
* **Day 3-5**: Create a detailed production and testing schedule, including tasks and tests for the beta prototype.

**Week 7: Asset Integration and Initial Development**

* **Day 1-2**: Source or generate required assets, including sprites, audio, and 3D models.
* **Day 3-5**: Import and assemble assets in Unity, integrating core gameplay mechanics.

**Week 8: Prototype Development**

* **Day 1-3**: Implement unique gameplay mechanics, such as tooltip audio commentaries or navigation waypoint selection menu.
* **Day 4-5**: Test and debug the prototype to ensure all features function correctly.

**Week 9: Peer Review and Amendments**

* **Day 1-2**: Demonstrate the prototype for peer review and gather feedback.
* **Day 3-4**: Identify potential changes and integrate agreed-upon amendments.
* **Day 5**: Create a new build of the amended prototype and store it in the repository.

**Week 10: User Trials and Final Adjustments**

* **Day 1-2**: Conduct user trials with a small testing group, document feedback.
* **Day 3-4**: Evaluate user feedback, identify strengths, weaknesses, and potential improvements.
* **Day 5**: Meet with the studio manager to discuss final amendments and prepare for the gold-master version.

**REQUIRED ASSETS**

**3D Models**

1. **Cabin Interior**:
   * Furniture (tables, chairs, bed, etc.)
   * Kitchen appliances (fridge, stove, oven)
   * Bathroom fixtures (shower, toilet, sink)
   * Living area items (fireplace, couch, shelves)
   * Bedroom items (bed, wardrobe, bedside tables)
2. **Cabin Exterior**:
   * Cabin structure
   * Solar panels
   * Pathways and steps
   * Vegetation (trees, bushes, grass)

**Textures and Materials**

1. **Cabin Textures**:
   * Wood textures for cabin walls, floors, and furniture
   * Stone textures for the fireplace and paths
   * Metal textures for appliances and fixtures
2. **Ground and Vegetation**:
   * Grass textures
   * Soil and rock textures

**Audio Assets**

1. **Gameplay Events**:
   * Sound for moving to navigation waypoint position
   * Sound for interacting with tooltip (activate/deactivate)
2. **Ambient Sounds**:
   * Looping island ambience (birds, wind, water)

**User Interface (UI) Assets**

1. **Tooltip**:
   * Tooltip icon image (world-space)
   * Tooltip background image (world-space)
   * Tooltip text font (world-space)
2. **Crosshair**:
   * Crosshair image (screen-overlay)

**Scripts and Code**

1. **Core Functionality**:
   * First-person camera controller script
   * Interaction script for navigation waypoints
   * Interaction script for digital tooltips
2. **Unique Gameplay Mechanics**:
   * Tooltip audio commentary script
   * Navigation waypoint selection menu script
   * VR compatibility scripts (if implementing VR feature)

**Documentation**

1. **Tooltip Descriptions**:
   * Text descriptions for tooltips:
     + "The cabin comes completely furnished and consists of 1 bedroom, 1 bathroom, and a living area with an open kitchen."
     + "Uses renewable solar energy as the primary power source for the property."
     + "Includes a working fireplace to help keep warm during the colder months of winter."
     + "The open kitchen includes a pantry, a fridge, a gas-powered stovetop, and a fan-forced oven."
     + "The cabin is completely plumbed, including a working bathroom with a shower and toilet."
     + "Includes one bedroom that is large enough to comfortably house two adults for long-term stays."

**Additional Assets (if needed)**

1. **Navigation Waypoints**:
   * Particle effects for indicating waypoints
   * UI elements for the waypoint selection menu

**Asset Sources**

* **3rd Party Assets**:
  + Ensure all third-party assets are under CC0 or CC-BY licenses
  + Document the original sources of all third-party assets