Section 1: Concept

SECTION 1 :: Concept Initial Concept

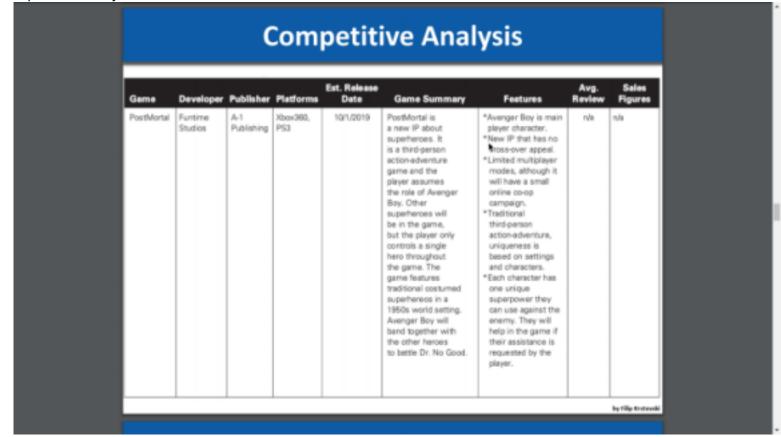
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Genre

Platform - Linux, macOS and Windows

Revenue model - Free

Competitive Analysis



SWOT Analysis

Strengths	Weaknesses	
Core features	 Lack of team experience 	
 Innovetive features 	 Lack of competitive features 	
 Player capabilities 	 No innovation 	
 Unique selling points 	 Platform choice 	
 Production values 	 Poor company reputation 	
 Licensing tie-ins 	 Financial issues 	
 Price points 	 Schedule and deadlines 	
 Appeal to demographics 	 Resource availability 	
 International appeal 	 Lack of team morale 	
 Potential revenue streams 	 Poor leadership 	
 Marketing tie-ins 		
 Franchise tie-ins 		
 Console bundle potential 		
 Multipletform potential 		
 Team experience 		
Opportunities	Threats	
 Lifestyle or industry trends 	 Political influences 	
 Technical innovations 	 Competitors' strengths 	
 Market trends 	 Competitors' release dates 	
 Competitors' weakness 	 Waning market demand 	
 Globalization 	 Loss of key staff 	
 Target market 	 Loss of financial backing 	
 Niche target markets 	 Technical innovations 	
 Partnerships 		

Defined Concept Mission Statement Game Setting Gameplay Mechanics
Hierarchy charts -> flow charts -> psuedocode
- encompass the player's in-game actions

- bulk of the design documentation
- Challenges for the player (such as end-level bosses and puzzles)
- Player rewards (such as points, extra weapons, or special items)
- Learning curve (How fast can the player learn the basics and start having a fun experience?)
- Control scheme (How will the player use the controller or keyboard?)
- Player actions (such as running, jumping, and casting spells)

Story Synopsis

presents a storyline that integrates the game setting, gameplay mechanics, and characters

Concept Art: 8 bit-ish art

Audio

What types of music work best with the game

Where in the game will the music play

What types of sound effects will work

How do the characters' voice cues function in the game

Risk Analysis: Just 4 main problems

Team Warning signs

Absences and tardiness

Lack of commitment and effort

Celebrate project milestones PUT INTO THE DOCUMENTATION

Launch and ship parties

Say thank you

Sharing vision

Team works better if they understand the big picture

Keep team up to date on project progress and changes

Things that could go wrong

key team member leaving mid project

not getting the graphics pipeline completed in time to begin production

external vendor missing his final deliverable date

Risk Assessment

Identify risks that could impact the project.

Analyze each risk's likelihood of occurring and the impact it has on the project.

Risk Analysis

Rick	Probability of Occurring	Impact on Project	Risk Classification	Mitigation Strategies
Licensor who owns Jastice Unit IP may not deliver feedback and approvals in a timely fashion. If content of gold master is not approved, console submission process will be delayed, which may impact the ship date.	HIGH	HIGH	1	"Schedule kick-off meeting with licensor early in preproduction to review the project goals and schedule constraints. "Work out defined approval process that both parties agree to. "Deliver game assets on a regular basis in preproduction to get feedback and approval before production begins. "After playable builds are available, deliver builds on a regular basis for licensor to review "If possible, include caveat in contract that if licensor does not respond with written feedback in 10 days, the item will be considered approved. "Establish good working relationship with licensor contact and try to include licensor in the development process whenever possible—make licensor feel like part of the team with ownership in the game.
Design might be able to create a workable gameplay system where the superhero powers are balanced equally against each other.	LOW	HIGH	2	"Focus on prototyping the core superhero powers for each character to limit the number of variables that must be balanced. "Work with engineering to get a digital prototype up and nunning as quickly as possible. "Create a system that allows variables to be easily changed and tested in garneplay. "Continue brainstorming ideas for superpowers until the core features are prototyped and approved.
During the two-year development cycle, some employees may leave the company.	HIGH	LOW	3	"Train at least two people to handle specific tasks on the project. "Schedule time for hiring and training new people midproject. "Focus on creating a positive working environment to increase employee retention. "Be aware of any sudden changes in employees" work habits so you can identify at-risk people and improve their job satisfaction before they start looking elsewhere. "Require everyone to document work performed and to check all assets into source control system at the end of each day.
Initial game concept art may not accurately depict what the Justice Unit characters will look like in the game.	LOW	LOW	4	"Concept art will be based on character design bible provided by the licensor. "Feedback from licensor can be quickly implemented until the licensor is setsified with the concept drawings. "Make sure the artists get all evaliable character concept art from the movie. by Hille for

Prioritize each risk, beginning with the ones with the most impact.

What are the proposed plans to resolve all those risks.