

First Semester's Pre production schedule

When the team will meet up on discord voice chat in the next 3 weeks weekly

All the tasks need a gradual 4 step milestones over the next four weeks

Evaluating Goals and tracking adjustments

| PRE-PRODUCTION CHECKLIST | | |
|---|-------|-------|
| CONCEPT | Y / N | NOTES |
| Is initial game concept defined? | | |
| Are platform and genre specified? | | |
| Is mission statement completed? | | |
| Are basic game play elements defined? | | |
| Is prototype completed? | | |
| Is risk analysis completed? | | |
| Is the concept pitch ready for approval? | | |
| Have all stakeholders approved the concept? | | |
| Is project kick-off scheduled? | | |
| GAME REQUIREMENTS | | |
| Are "must have," "want to have," and "nice to have" features defined? | | |
| Are constraints defined and accounted for in feature sets? | | |
| Are milestones and deliverables defined? | | |
| Has technology been evaluated against the desired feature set? | | |
| Are tools and pipeline defined? | | |
| Is basic design documentation completed? | | |
| Is basic technical documentation completed? | | |
| Is risk analysis completed? | | |
| Have all stakeholders approved the game requirements? | | |
| GAME PLAN | | |
| Is budget completed? | | |
| Is initial schedule completed? | | |
| Is initial staffing plan completed? | | |
| Have core team members approved the schedule and staffing plan? | | |
| Have all stakeholders approved the game plan? | | |

by Filip Krstewski

Roles- Everyone picks a role Which position are you looking for?

Examples of roles

Producer

Programming: AI, Optimisation, Porting the game on more platforms, interactivity, UI, Mathematical patterns in terms of system design, level designing

Art: 2D art, Animation (even preformances), modelling, environment, lighting, character behaviour, theme, content creation overall

QA :: Formal playtesting

Sound Direction: Instrumental compositions, Sound quality, voice acting

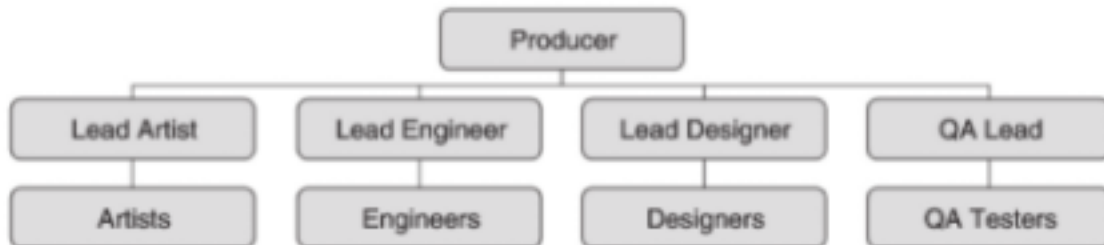
Probably not required for our project

Writing: Narrative, character development, world lore in it's entirety to a competitive level of detail, lyrics

Team Organization

Team Organization

- Varies based on scope of the project



Small team with producer–lead structure.

What do you think the job responsibilities are for that position?

What skills do you bring and more importantly what skills do you expect to develop by working on this project?

What are your strengths? What are your weaknesses?

How do you think your team sees that role on the team?

How do you see that role on this team?

What do you need from your team to be effective, what do you expect?

How much do you think you need to know about the other roles to communicate effectively and to make sure your work is valued and used appropriately.

What do you want in terms of benefits in the production schedule such as Free time during reading week, group discussions, etc. how do they expect to work in terms of weekly deliverables, collaboration?

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Project Management Notes

Cons

- Most methods engineering focused
 - Less for design and art
- Resistance from the team
 - Fear of micromanagement, stifle creativity and innovation