Section 3 :: Game requirements

Game Requirements :: Week 11 Slides

a. Define Game Features
Design   : <mark>Lead Designer</mark>
   Categorized by need, want and preferable features
   core features, learning curve, rewards, challenges
   Categorize features by the dicipline of the staff it concerns
   Gameplay Features: interactive UI, Instructions
   b. Define Milestones and Deliverables for each stage and substage   : Producer
      Prototype Dec 16
            Pre-Prod.
            Prod.
            Onging testing
            Wrap-up (exit criteria)
            First playable Week 4
      First playable Week 4 : contains gameplay and assets
         Pre-Prod.
         Prod.
         Onging testing
         Wrap-up (exit criteria)
      Alpha   Week 9 : key gameplay implemented
         Pre-Prod.
         Prod.
         Onging testing
         Wrap-up (exit criteria)

      Code Freeze - No new features

      Beta   Week 13
         Pre-Prod.
         Prod.
         Onging testing
         Wrap-up (exit criteria)

      CRC Week 15
         Pre-Prod.
         Prod.
         Onging testing
         Wrap-up (exit criteria)
      Submission

	First Playable	Alpha	Code Freeze	Beta	Code Release	Third-Party Submission - CONSOLE ONLY
Time Frame	12–18 months before code release	8–10 months before code release	3–4 months before code release	2–3 months before code release	First code release candidate available to QA 3 weeks before final code release deadline.	Submit code release candidate at least 8-12 weeks before desired ship date.
Engineering	Basic functionality for a few key features is in to demonstrate very basic gameplay.	Key gameplay functionality is in for all game features. Features work as designed, but may be adjusted and changed based on feedback. Game runs on target hardware platform.	Code complete for all features. Only bug fixing from this point forward. No new features are added unless approved by senior management.	Code complete. Only bug fixing from this point forward.	Full code freeze. During this phase, only crash bugs can be fixed. Critical bugs can be fixed with approval.	Code final. If submission is rejected, only specific bugs as requested by the third party will be fixed for re-submission.
Art	Two to three key art assets are created and viewable in the build. The assets demonstrate the look and feel of the final version of the game.	Assets are 40–50% final, with placeholder assets for the rest of the game.	Assets are 80–90% final, with placeholder assets for the rest of the game.	All art assets are final and working in game. Only major bug fixes from this point forward.	Full art freeze. No art fixes unless it is to fix a crash bug.	Art final. If submission is rejected, only specific bugs as requested by the third party will be fixed for re-submission.
Design	Basic features are defined; key gameplay mechanics have basic documentation and a playable prototype if possible.	All design documentation is completed. Feature implementation is in progress. 40–50% of design production tasks are completed. Major areas of game are playable as designed.	Game is 80–90% playable. Play testing feedback is being incorporated	All design assets are final and working in game. Only major bug fixes from this point forward. Minor gameplay tweaks can be done, based on play test feedback.	Full design freeze. No design fixes unless it is to fix a crash bug.	Design final. If submission is rejected, only specific bugs requested by the third party will be fixed for re-submission.
Sound	The sound of the game is determined, including voiceover, music, and sound effects. Samples are available to communicate the sound vision of the game.	40–50% of sound effects are working. Voiceover design is in progress. Placeholder VO files are recorded. Music is in process of being composed.	Final voiceover is recorded and in game. Final music is in game. Sound effects are 80–90% implemented.	All final sound assets are in and working in the game.	Full sound freeze.	Sound final. If submission is rejected, only specific bugs requested by the third party will be fixed for re-submission.
Localization	Work with publisher to determine which languages are needed. Select localization vendor and send the vendor design documents and first playable. Define localization pipeline.	Work with vendor to determine asset delivery schedule. Send glossaries, cheat codes, and walkthroughs to vendor. Test localization pipeline to ensure translations are displayed correctly.	Final text and VO assets are sent for translation. Translations are completed and returned to developer for integration.	Final language assets are integrated into the game. Linguistic testing is completed. Send builds to appropriate age ratings boards to secure final rating.	Full localization freeze.	Localization final. If submission is rejected, only specific bugs requested by the third party will be fixed for re-submission.
Production	Basic game requirements and game plan are completed.	Full production has begun. The game requirements and game plan are fully completed and approved. If working with licenses, all licenses are secured and an approval process is in place.	Localizations have started. Manual is in process of being written. Marketing assets are being generated.	Localization is complete. Only bug fixes from this point forward. Manual is complete. External vendors are finished with work. All approvals for licenses are secured. Development team can start rolling off project.	All production tasks are completed. If submitting game to console manufacturer, the submission forms are filled in and ready to go.	Production final. Only managing submission process.
QA	Can test game against the first playable milestone deliverables defined in the game requirements phase.	Game is now playable. Is full game, although there are some rough edges and holes in some of the functionality. Play testing can begin. Can test against the alpha deliverables expected for this milestone.	Test plan is 100% complete. Full game functionality can be tested and bugged. Play testing continues. Can test against the code freeze milestone deliverable list.	All aspects of game can be fully tested and bugged. Some play testing continues in order for design to put the final polish on the game.	Test code release candidates for any crash bugs that will prevent the game from shipping.	Testing continues on submission candidate(s) until game receives final approval.

Technical Constraints   : <mark>Lead Engineer</mark>
    84 hours (2 hours a week * 3 people * 14 weeks) to 180 hours of effective work (2 hours a week * 6 people * 15 weeks) including post production
- Technical features:
    best cross-platform coding practice
    comprehensive input validation
    c. Evaluate Technology : Lead Engineer's role
- game engine, art tools, scripting tools, AI systems, physics systems, and other technical elements are needed to provide the desired game functionality
    → lack of proprietary tools need to be stated
Define the production tools and pipeline,
refers to the series of steps that are needed to get code and assets working in a playable version of the game
    What tools and software are needed?
    When does the system need to be fully functional?
    How are assets managed and tracked in the system?
    Which areas of the system can be automated?

Implementation Documentation - Gear towards audience
– Design   : <mark>Lead Designer</mark>
    • UI
    • Multiplayer
    • Character backgrounds and dialogue
    • Scoring
    • Mission designs
    • Control scheme
    • Player actions
    • Storyline

- AI
- Weapons, special objects, power-ups
- Voice recognition
- Art   : <mark>Lead Artist</mark>
  - Style guide
  - Asset list
  - Tool instructions
– Technical   <mark>Lead Engineer</mark>
  - Coding standards
  - Technical design
  - Tool instructions

Risk Analysis   : <mark>Producer</mark>
– reanalyze your risks based on the details now gathered

        - Inter/Intra team communication
        Project Libre is a Game plan Scheduling Tool

EVERY TASK REQUIRED IS TO BE BROKEN DOWN INTO THE SMALLEST TASKS WHICH CAN THEN ONLY BE SCHEDULED IN THE NEXT STEP