

Section 4: Game Plan

Game plan (10%) : **Producer**

The game plan defines the following:

- What work must be done, All of the tasks
- What order the work is done
- Who will do the work
- When the work must be completed, Estimated duration

• NOTE: game requirements might change after the initial game plan (too expensive, too long)

Schedules - task dependencies between leads EVERY Lead should SIGN off on the schedule to AVOID misunderstandings of what's required of each task

- each task to be completed
- estimates of the task duration
- the one doing the task
- the tasks that are dependent on the given tasks
- exit criteria for each task

Justice Unit	Estimated Date	Notes	Engineering
Languages: English, German, French, Italian, Spanish			Deliverables Completed for Concept Phase
Production			Deliverables Completed for Requirements Phase
Concept Phase Completed			Art and Design Tools Completed
Requirements Phase Completed			Production Pipeline Completed
Initial Game Plan Completed			Engineering Prototypes Completed
First Playable			All Major Gameplay Features Implemented
Alpha			Code Freeze
Code Freeze			Audio
Beta			Sound Designs Completed
Pre-Cert Submission to Microsoft			Sound Prototypes Completed
Code Release Candidate			Placeholder VO Recorded
Certification Submission to Microsoft			Final VO Recorded
Approvals			Final Music Implemented in Game
Concept Approval			Localization
Requirements Approval			Determine Localization Needs
Game Plan Approval			Organize Assets for Translation
License Approval			Integrate Assets
Console Manufacturer Approval			Functionality Testing
Design			Linguistic Testing
Deliverables Completed for Concept Phase			QA
Deliverables Completed for Requirements Phase			Test Plan Completed
Detailed Documentation Completed for Game Features			First Playable Testing Completed
Character and Story Documents Completed			Alpha Testing Completed
Voiceover Scripts Completed			Play Testing Completed
Mission and Scenarios Designed			1st Code Release Candidate to QA
Mission Prototypes Scripted			Code Release
Play Testing			Cinematics
Final Missions Scripted			Deliver Initial Specs to Vendor
Art			Storyboard from Vendor
Deliverables Completed for Concept Phase			Animatic from Vendor
Deliverables Completed for Requirements Phase			Rough Cut from Vendor
Prototypes Completed			Final Movie from Vendor (no sound)
First Playable Level Completed			Movie to Sound Designer
Special Effects Completed			Final Movie Ready for Game
UI Completed			Marketing
Cinematics Completed			Demo Build
			E3 Build
			Preview Code for Journalists
			Review Code for Journalists

by Filip Krstevski

*Note that Feature creep is only allowed within reason before the Beta

The exit criteria for detailed tasks are based on deliverables from the concept and requirements phase:

Goal

No crunch time

Staffing Plan

Plan for increases and decreases in staff resources

Budget, Roleplay the amount of money it would take

One time and recurring costs

Refer to requirements and schedule

Track budget : I can only track payroll costs if they tell me how many hours they spent on it

■ Publisher also interested

Outsourcing

Voiceover

Music

Sound effects

Writing

Localization

	Task Name	Duration	Start	Finish	Predecessors	Resource Names
1	Villain's Lair Level Production	81 days	Mon 2/19/07	Mon 6/11/07		
2	Art	77 days	Fri 2/23/07	Mon 6/11/07		
3	Create prototype	5 days	Fri 2/23/07	Thu 3/1/07	44	Artist 1
4	Implement prototype feedback	1 day	Tue 3/6/07	Tue 3/6/07	45	Artist 1
5	Create level geometry	15 days	Wed 3/7/07	Tue 3/27/07	4	Artist 1
6	Add placeholder textures	3 days	Wed 3/28/07	Fri 3/30/07	5	Artist 1
7	Fix first round of bugs	3 days	Wed 4/11/07	Fri 4/13/07	37	Artist 1
8	Create destructible objects	2 days	Mon 4/16/07	Tue 4/17/07	7	Artist 1
9	Add final textures	10 days	Wed 4/18/07	Tue 5/1/07	8	Artist 1
10	Create player reference map	1 day	Mon 5/7/07	Mon 5/7/07	8	Artist 1
11	Create special effects	3 days	Wed 5/2/07	Fri 5/4/07	8	Artist 1
12	Optimize level for budget constraints	10 days	Tue 5/8/07	Mon 5/21/07	9, 10, 11	Artist 1
13	Polish map	5 days	Tue 5/22/07	Mon 5/28/07	12	Artist 1
14	Fix final round of bugs	5 days	Tue 5/5/07	Mon 6/11/07	41	Artist 1
15	Design	79 days	Mon 2/19/07	Thu 6/7/07		
16	Design initial level layout	2 days	Mon 2/19/07	Tue 2/20/07		Designer 1
17	Design initial mission scripting	2 days	Wed 2/21/07	Thu 2/22/07		Designer 1
18	Create initial prototype scripting	2 days	Wed 3/7/07	Thu 3/8/07	17, 4	Designer 1
19	Implement prototype feedback	2 days	Tue 3/13/07	Wed 3/14/07	46, 36	Designer 1
20	Script first pass of mission scripting	5 days	Wed 3/28/07	Tue 4/3/07	5	Designer 1
21	Script first pass of multiplayer scripting	2 days	Wed 4/4/07	Thu 4/5/07	5	Designer 1
22	Review scripting	1 day	Fri 4/6/07	Fri 4/6/07	20, 21	Designer 1
23	Script second pass	5 days	Thu 4/12/07	Wed 4/18/07	22, 39	Designer 1
24	Verify all supporting files are tagged con	1 day	Tue 5/22/07	Tue 5/22/07	12	Designer 1
25	Create localization tags for in-game dialo	1 day	Wed 5/23/07	Wed 5/23/07	12	Designer 1
26	Polish scripting	3 days	Thu 5/24/07	Mon 5/28/07	23, 24, 25	Designer 1
27	Fix final round of bugs	2 days	Wed 6/6/07	Thu 6/7/07	42	Designer 1
28	Sound	35 days	Tue 3/6/07	Mon 4/23/07		
29	Create sound design	3 days	Tue 3/6/07	Mon 3/12/07	45	Sound Designer 1
30	Implement sound design prototype	2 days	Wed 3/7/07	Thu 3/8/07	4	Sound Designer 1
31	Implement feedback	2 days	Thu 3/15/07	Fri 3/16/07	47	Sound Designer 1
32	Complete first pass of sound implementa	3 days	Mon 4/9/07	Wed 4/11/07	22	Sound Designer 1
33	Polish sound	2 days	Thu 4/19/07	Fri 4/20/07	23	Sound Designer 1
34	Fix final round of bugs	1 day	Mon 4/23/07	Mon 4/23/07	40	Sound Designer 1
35	QA	63 days	Fri 3/9/07	Tue 6/5/07		
36	Playtest prototype	1 day	Fri 3/9/07	Fri 3/9/07	18	Tester 1
37	Test geometry and terrain navigation	7 days	Mon 4/2/07	Tue 4/10/07	6	Tester 1
38	Check textures	2 days	Wed 5/2/07	Thu 5/3/07	9	Tester 1
39	Test initial scripting	1 day	Wed 4/11/07	Wed 4/11/07	20, 21	Tester 1
40	Test second pass scripting	1 day	Thu 4/19/07	Thu 4/19/07	23	Tester 1
41	Final test all level geometry and textures	5 days	Tue 5/29/07	Mon 6/4/07	13	Tester 1
42	Final test for mission scripting	1 day	Tue 6/5/07	Tue 6/5/07	26	Tester 1
43	Approvals	71 days	Wed 2/21/07	Wed 5/30/07		
44	Approve initial layout	2 days	Wed 2/21/07	Thu 2/22/07	16	Management
45	Approve initial art prototype	2 days	Fri 3/2/07	Mon 3/5/07	3	Management
46	Approval initial design prototype	2 days	Fri 3/9/07	Mon 3/12/07	18	Management
47	Approve sound design	2 days	Tue 3/13/07	Wed 3/14/07	30	Management
48	Approve final level, scripting, and sound	2 days	Tue 5/29/07	Wed 5/30/07	12, 26, 33	Management

resources and dependencies

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- Schedule, resources, features, and quality
- All relate to each other
 - If one factor changes, it will affect the others



Managing agile workflow cycles

SCRUM :: this is for the scheduling of tasks

A Project Backlog include User Stories which are suggested todo tasks such as a wish list.

Selected user stories will become the Product Backlog.

A further selection of user stories will become the Release backlog in priority order with time buckets. They are broken down into small tasks catagorized in the same way

A burnout chart is created for each day/week for the remaining hours of work required that's used the track the velocity of prject completion. This should equal the amount of time we realistically spend on one course during 14 weeks among 6 people.