Final Fantasy:

1. Description - Description of the game, influences from history or other games

on you as a designer that led to this game, what is unique about the game, and major features of

the game. You may also want to list Platforms, Rating, Launch Date and other highlights.

## 2. Development Log Dated entries indicating the status of the project. It must include

## 1)what has been recently completed

2) what each person is currently working on

3) what features/ideas or on the backlog are to be done next

4) Analysis of playtesting (probably as a separate page)

5) Obstacles that are blocking development

6) Reflection on game and process. What is working, what is not working. This represents your

work-in-progress. Do not backdate any items. If you forget to report a playtesting session

that happened a month ago, enter it as a new entry for today and indicate you are

reporting on an older playtest.

Table 1. Development Log

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task ID | Task | Person | Status | Start | End |
| DL2.1 | Set up: Fantasy Game Concept, Google Doc, Unity Teams, and Github Repo | Everyone | Active | 4/30/2019 | 4/30/2019 |
| DL2.2 | Acquire Assets: Dragon | Marcela | Active | 4/30/2019 |  |
| DL2.3 | Acquire Assets: Terrain | Ryan | Active |  |  |
| DL2.4 | Acquire Assets: Village? | Luke | Active |  |  |
| DL2.5 |  |  |  |  |  |
| DL2.6 |  |  |  |  |  |
| DL2.7 |  |  |  |  |  |
| DL2.8 |  |  |  |  |  |
| DL2.9 |  |  |  |  |  |
| DL2.10 |  |  |  |  |  |
| DL2.11 |  |  |  |  |  |
| DL2.12 |  |  |  |  |  |
| DL2.13 |  |  |  |  |  |
| DL2.14 |  |  |  |  |  |
| DL2.15 |  |  |  |  |  |
| DL2.16 |  |  |  |  |  |
| DL2.17 |  |  |  |  |  |
| DL2.18 |  |  |  |  |  |
| DL2.19 |  |  |  |  |  |

Table 2. Task Backlog

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Task | Priority | Responsible Party |
| BL 2.1 |  |  |  |
| BL 2.2 |  |  |  |
| BL 2.3 |  |  |  |
| BL 2.4 |  |  |  |
| BL 2.5 |  |  |  |
| BL 2.6 |  |  |  |
| BL 2.7 |  |  |  |
| BL 2.8 |  |  |  |
| BL 2.9 |  |  |  |
| BL 2.10 |  |  |  |
| BL 2.11 |  |  |  |
| BL 2.12 |  |  |  |
| BL 2.13 |  |  |  |
| BL 2.14 |  |  |  |
| BL 2.15 |  |  |  |
| BL 2.16 |  |  |  |
| BL 2.17 |  |  |  |
| BL 2.18 |  |  |  |
| BL 2.19 |  |  |  |
| BL 2.20 |  |  |  |

Table 3. Play Test Log

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Name | Date | Comments |
| PT2.1 |  |  |  |
| PT2.2 |  |  |  |
| PT2.3 |  |  |  |
| PT2.4 |  |  |  |
| PT2.5 |  |  |  |
| PT2.6 |  |  |  |
| PT2.7 |  |  |  |
| PT2.8 |  |  |  |
| PT2.9 |  |  |  |
| PT2.10 |  |  |  |
| PT2.11 |  |  |  |
| PT2.12 |  |  |  |
| PT2.13 |  |  |  |
| PT2.14 |  |  |  |
| PT2.15 |  |  |  |
| PT2.16 |  |  |  |
| PT2.17 |  |  |  |
| PT2.18 |  |  |  |
| PT2.19 |  |  |  |
| PT2.20 |  |  |  |

Table 4. Captain’s Log (Reflections)

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Star Date | Task | Issue with task |
| CL 2.1 |  |  |  |
| CL 2.2 |  |  |  |
| CL 2.3 |  |  |  |
| CL 2.4 |  |  |  |
| CL 2.5 |  |  |  |
| CL 2.6 |  |  |  |
| CL 2.7 |  |  |  |
| CL 2.8 |  |  |  |
| CL 2.9 |  |  |  |
| CL 2.10 |  |  |  |
| CL 2.11 |  |  |  |
| CL 2.12 |  |  |  |
| CL 2.13 |  |  |  |
| CL 2.14 |  |  |  |
| CL 2.15 |  |  |  |
| CL 2.16 |  |  |  |
| CL 2.17 |  |  |  |
| CL 2.18 |  |  |  |
| CL 2.19 |  |  |  |
| CL 2.20 |  |  |  |

3. Playable Game - A WebGL build of the game that can be played in the browser.

Optionally you may want to include Windows, Mac or other executables.

4. Playtesting Reports - At least three sets of playtesting reports showing how the game

was playtested and what decisions were reached. The playtests need to happen at

different development phases. The final playtest should include at least 20 players. The

1 final playtest should include description of the last set of changes you plan to make to

the game as well as recommendations for future extensions that you did not get to

implement.

5. Credits - Names of team members and their primary roles, possibly a contact email for

the team

6. References - Each piece of asset in the game (each image, model, texture, sound,

script, etc) that you did not produce yourself needs to be documented. You can

reference Unity Standard Assets

https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351

and Unity Playground assets

https://assetstore.unity.com/packages/essentials/tutorial-projects/unity-playground-1099

17 as one item, but anything beyond that has to be documented individually. This means

you should not import an "asset package" with 100+ assets, but selectively import assets

one-by-one. You must have the rights to use the assets in your game, so no commercial

songs or images. Do not purchase any assets. This is a class project, design within the

constraints.

7. Trailer - A 30-60 trailer for your game on <https://www.twitch.tv/> The video should not be

the first 30 seconds of your game, but interesting segments from the game. Optionally, you can

include a longer, up to 10 minute, overview of your game.

8. Screenshots - 5 screenshots that is representative of your game.

9. Source Code - Source code for your game. Include a Readme.txt file with your source

code indicating which version of Unity you have used and the URL to your game's

website.

10. Postmortem Presentation - A copy of the postmortem presentation that you presented

at the end of the quarter on 5 things that went right and 5 things that went wrong. The

presentation will be 2 slides.

11. Game Presentation

A copy of your final presentation that you presented on demo-day.

The presentation should be a maximum of 5 slides.

12. Team Reflection

-Reflect on your process as well as answering the following questions:

What is the one thing your team did really well? What evidence can you show for it? If

you had another 2-weeks to work on the game, what would be the 3 highest priority

items.