Production Plan

# Risks

The risks that we face in this project are:

1. Running out of time
   * Over extending team members with work
   * Making the game too complicated
2. Not reaching client expectations
   * Not making sure the game is in line with persona
   * Not implementing feedback

## Risk management

To minimise the risk of:

1. Running out of time
   * Keep track of work load with schedule
   * Evenly distribute work between members
   * Properly scope project size with time frame in mind
2. Not reaching client expectations
   * Check each design decisions against persona
   * Have meetings with client to confirm project direction

# Limitations

Identifies limitations of the developer.

* Limited art skills available
* Choice of visual style limits options
* Less gameplay depth due to concept

# Schedule.

|  |  |
| --- | --- |
| Week 1 | Come up with concept. |
| Week 2 | Make base functionality for gameplay |
| Week 3 | Create content for game |
| Week 4 | Complete content and have playable experience. Begin testing |
| Week 5 | Continue tests, polish gameplay and experience, do final presentation |

Meetings with the client will take place on the Friday of every week.

Feedback Log

|  |  |  |
| --- | --- | --- |
| Name | Date | Feedback |
| Frank | 12/5/21 | Make it clear of that the player needs to always do. |
| frank | 12/5/21 | Make opening with more narrative. |
| Myles | 14/5/21 | Tweaks to the inventory system when selecting items, and double clicking to open doors. |
| Myles | 17/5/21 | More items to interact with inside each room to flesh it out more. |

# Required Resources

Lists the assets and resources required for the prototype.

Visuals:

* Rooms
* Filler props
* UI elements
* Interactable objects

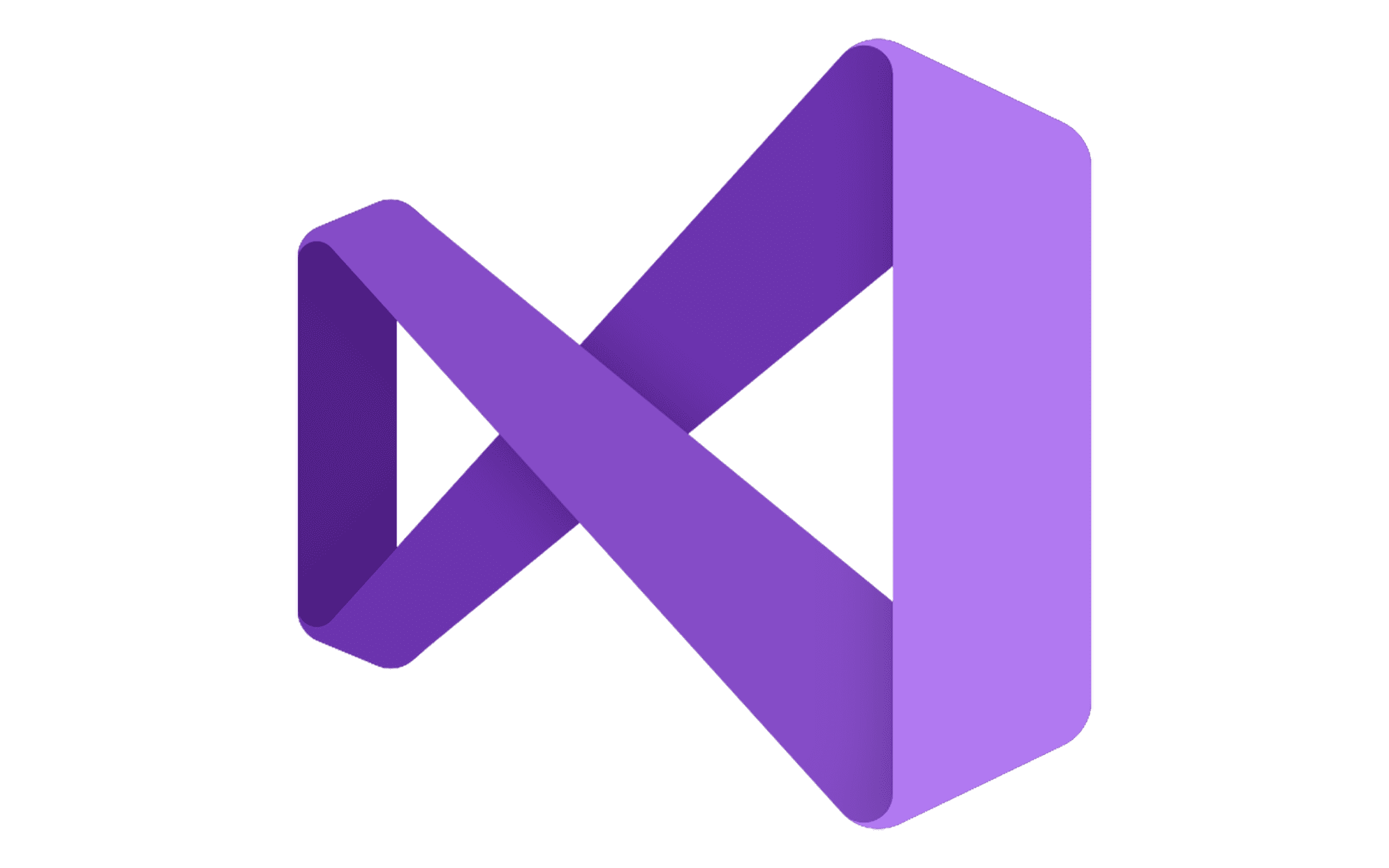
Scripts:

* Dialogue
* Inventory
* Interactable objects

Audio:

* Music
* Monkey noises
* Other misc. Audio e.g.

# Required Tools

* Unity: Free game engine that everyone knows how to use.
* Photopea: Free alternative to Photoshop with the same functionality.
* Visual Studio: Free scripting tool compatible with Unity that everyone is comfortable with.

# Alterations

Reflects the changes based on client feedback.