# Introduction

This document outlines the requirements for the Phased Plan Document (PPD) required for GAM150. All listed sections must be included, and they must be in the order listed.

The objective for this document, within the scope of GAM150, is to identify the main deliverables at each phase of the project. Deliverables can include art, audio, graphics, game play, tools, testing and polish. Deliverables should be described in terms that are *measurable* (e.g. 2 of 10 character animations complete, 2 levels fully playable, physics engine complete, etc.) Each phase in this document should take approximately one page and identify *only those deliverables scheduled for development during that phase*.

Some overall guidelines:

* Every page must have a page number (except for the cover page), your game title, and the DigiPen copyright (“All content © 2019 DigiPen (SINGAPORE) Corporation, all rights reserved.”).
* Documents must be neatly formatted and easily readable. Put page breaks before new sections (when appropriate), use consistent formatting and fonts, use headings for sections and sub-sections, etc. Sloppy documents are unprofessional and may prevent your project from getting funding.
* Spell-check and grammar-check the document before submission.
* Avoid ambiguous statements such as “I would like to have [X feature] in the game.” Instead, describe the features as they would appear in the game and then indicate those features that are “stretch goals”, meaning that they may have to be cut due to schedule or technical limitations.
* Avoid the use of personal pronouns (I, we, etc.)

# Cover Page

The cover page should contain the following information:

* Game Title
* “Phased Plan Document”
* Class name and section (e.g. GAM150Su20 – GAM150Su20-E)
* Semester and year (e.g. Summer 2020)
* Team Name
* Team Roster – List all members of the team, including the following information:
  + Student name
  + Official job (or jobs)
  + Coding responsibilities

# Table of Contents

The PPD must contain a table of contents (TOC). Make sure the TOC is updated every time the PPD is submitted. If necessary, refer to the Word documentation for help on adding and updating TOCs.

**PPD Structure**

## Introduction

Give a summary of the game in one to three paragraphs. This is the same summary from the GDD, except updated for the current milestone if anything has changed.

## Phase 1 (Engine Proof)

Give a one to three paragraph description of what the game would look like to a player at this point in the project. Then list what the current state of the art, audio, graphics, physics, AI, tools, gameplay, levels, testing, polish, etc. should be at this milestone. Only core features needed for a solid engine proof should be in this section (unless you are way ahead of schedule).

## Phase 2 (Alpha)

Give a one to three paragraph description of what the game would look like to a player at this point in the project. Then list what the current state of the art, audio, graphics, physics, AI, tools, gameplay, levels, testing, polish, etc. should be at this milestone. Only desired features that you think are likely to make it in to the final game should be in this section.

## Phase 3 (Final)

Give a one to three paragraph description of what the game would look like to a player at this point in the project. Then list what the current state of the art, audio, graphics, physics, AI, tools, gameplay, levels, testing, polish, etc. should be at this milestone.

# Sample Phase

Here’s a sample of what you need to cover for each phase. This opening paragraph is just a description of what the game will look like to a player at this point. This is the “executive summary” that anyone could understand and get a decent idea of where the game is at. This is followed by just a list of categories in which each deliverable and the current state of each is clearly identified. These deliverables should be described in terms that are *measurable* (e.g. 2 of 10 character animations complete, 2 levels fully playable, physics engine complete, etc.) Include all categories that are relevant for the current phase.

### CODE

**Core Architecture:** What state is the core architecture of the game in?

**Graphics Code:** What state is the graphics engine code in?

**Physics Code:** What state is the physics engine code in?

**Audio Code:** What state is the audio code in?

**Input Code:** What state is the input code in?

**GUI Code:** What state is the menu code and the HUD code in?

**Game Logic Code:** What state is the AI code, behavior code, combat code, economics code, scoring code, etc. in?

### TOOLS

**Art Pipeline:** What state is the game’s art pipeline in?

**Content Pipeline:** What state is the game’s content pipeline in?

**Debugging Tools:** What state are the game’s debugging tools in?

**Other Tools:** If the game has any other tools, what state are they in?-

### CONTENT

**Art Assets:** What is the state of the game’s sprites, models, textures, animations, video, etc.?

**Audio Assets:** What is the state of the game’s sound effects, music, voice, etc.?

**Written Assets:** What is the state of the game’s written dialog, help text, tutorial text, story, etc.?

**Levels:** What levels are there and what state are they in (paper design, orange box, complete, polished)?

**Game Data:** What game data definitions have been created (for game object, items, etc.) and what state are they in (placeholder, complete, tuned)?

### FINISHING

**Testing:** What testing has been done on the game at this point (balance, difficulty curve, usability, stability, compatibility)? How frequently is testing being done and by whom?

**Polish:** What parts of the game are being polished for final release (art, audio, UI, controls, levels, performance, general bugs)?