

Final Game: [todo: one-word codename]

replace [todo: one-word codename] with a one-word codename for your game

Team members:

Assign a team member to each role. Being assigned to a role does not exclude you from working on other areas of the game, it just makes you *responsible* for making decisions in a particular area. Please include @andrew e-mail addresses.

- Project Manager: [todo name (todo-email@andrew.cmu.edu)]
The Project Manager is in charge of scheduling and task-tracking. They make sure the work is divided equitably and completed on time.
- Design Lead: [todo name (todo-email@andrew.cmu.edu)]
The Design Lead gets final say on gameplay decisions. They make sure the game is fun.
- Art Lead: [todo name (todo-email@andrew.cmu.edu)]
The Art Lead makes asset decisions. They make sure the game is beautiful.
- Architect: [todo name (todo-email@andrew.cmu.edu)]
The Architect is responsible for code decisions. They make sure the game runs well.

Selected prompts:

Include details about the ideas your group selected during idea voting

- Primary theme: [todo]
- Bonus theme 1: [todo]
- Bonus theme 2: [todo]

Key gameplay idea: [todo]

Use the selected ideas as a *starting point* for your gameplay idea; it is okay to refine and adjust the idea. Though do try to stay in the same general realm.

Theme/plot: [todo]

Use the selected ideas as a *starting point* for your game's theme and/or plot; you can refine and adjust the idea further as needed, just try to stay in the same general realm.

Collaboration tool links:

List all collaboration tools you will be using here. If invites are needed, send an invite to Jim (e-mail: jmccann@cs.cmu.edu / github: ixchow / google: jmccann@andrew.cmu.edu). No need for complicated tools -- you could probably use a git repository on AFS, a channel on our discord, and a google sheet or doc.

- Group chat: [todo]
- Code repository: [todo]
- Task tracking: [todo]
- Bug tracking: [todo before final testing]

- ...

Pictures:

Draw or link to pictures to help set the mood, gameplay, and visual targets for your game.
(Start with just a few today and build on this section over time.)

Prototype

Our prototype will demonstrate our key gameplay idea by ... [todo]

Key Technical Challenge:

The key technical challenge that we will solve in our prototype is ... [todo]

Assets Needed:

- [todo]
- ...

Tasks:

If you are using an issue/task tracker, link to a milestone in your issue/task tracker here instead of writing this list.

- [task] -- [team member], [expected hours]
- ...

Vertical Slice

Our Vertical Slice will show off the [level or area], which includes ... [todo: walk through gameplay of vertical slice]

The area we chose for the vertical slice demonstrates the theme/plot of the game because ... [todo]

Note: it is okay to be relatively general on the rest of this section until after the vertical slice is completed. You'll have a better idea of the tasks needed after seeing how people react to your gameplay.

Pipeline tools to be created:

For example: level exporter, sprite-sheet packer, animation tester, script loader ..

- [todo]
-

Additional game systems needed:

For example: collision vs obstacles, multiplayer matchmaking, ..

- [todo]
-

Assets Needed:

- [todo]
- ...

Tasks:

If you are using an issue/task tracker, link to a milestone in your issue/task tracker here instead of writing this list.

- [task] -- [team member], [expected hours]
- ...

How did you update this plan based on prototype gameplay feedback?

[todo, after prototype playtesting]

Build Out

Levels/areas to be added:

- [todo]
- ...

Note: it is okay to be relatively general on the rest of this section until after the vertical slice is completed. You'll have a better idea of the tasks needed after seeing how people react to your vertical slice.

Additional pipeline tools needed:

List any pipeline tools needed for these new areas that won't have been built for the vertical slice. It is okay if there are none!

- [todo]
- ...

Additional game systems needed:

List any gameplay systems (e.g., stealth, driving, cutscene animation, ...) needed for these new areas that won't have been built for the vertical slice. It is okay if there are none!

- [todo]
- ...

Tasks:

If you are using an issue/task tracker, link to a milestone in your issue/task tracker here instead of writing this list.

- [task] -- [team member], [expected hours]
- ...

How did you update this plan based on prototype gameplay feedback?

[todo, after prototype playtesting]

How did you update this plan based on vertical slice demo feedback?

[todo, after vertical slice demo]

Notes

Use this section for general notes, additional concept art, etc.