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September 12 - September 16, 2011

We realized a big issue with the original project schedule; we may not be able to start building the game in the EA engine until late in the semester. Because of this, the team has been working on reorganizing our work this week. We have been coming up with an alternative plan for the semester to keep pre-production moving forward while the design ideas are still expanding.
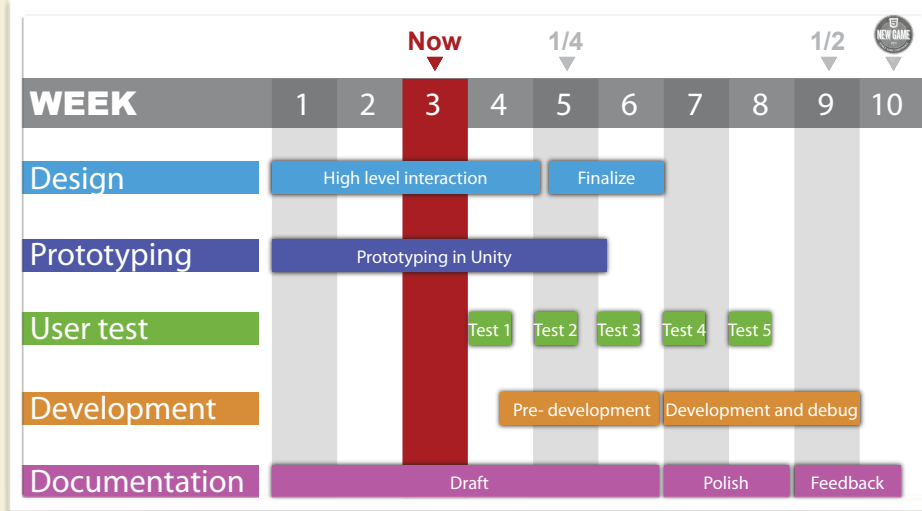
In the meantime, we started a game design document to keep the team and our client on the same page. Also, for the client's convenience, we created a pictorial/simplified version of the full version to keep everyone up to date.

For more details about the reorganizing, please refer to the schedule below.

WRITTEN BY ALEX KOWALSKI

DESIGN DOCUMENT

WEEK	1	2	3	4	5	6	7	8	9	10
Design		High level interaction			Finalize					
Prototyping		Prototyping in Unity								
User test				Test 1	Test 2	Test 3	Test 4	Test 5		
Development						Pre-development	Development and debug			
Documentation		Draft						Polish	Feedback	

Now — Week 3, 1/4 — Week 5, 1/2 — Week 9, NEW GAME — Week 10

Project Schedule for NEW GAME

Art-wise, we have been experimenting with different looks for the game while getting some preliminary animation in place. We will work on finalizing our art and animation style while continuing to get invaluable feedback and direction from the EA team. We hope to have this style finalized by the 6th week so we can begin producing final assets that will be ready to be added to the game. Finally, programmatically we are preparing for getting the "engine" from the EA team by familiarizing ourselves with the graphics technologies it is built around. When we receive this "engine" next week we will immediately begin familiarizing ourselves with it and begin the predevelopment work. By week 7 we hope to begin development on the "product", something that we plan on doing right until the game is delivered 3 weeks later. This is going to be a very polished but very short game so we think we will be able to complete it in the 5 weeks remaining.

With the New Game Conference deadline quickly approaching, we have a busy semester ahead of us. Fortunately we are making the most of our remaining time and have planned out a course of action to meet this deadline. From a design perspective we have been working on solidifying our gameplay design ideas and getting feedback and support from the EA team. We hope to have the high level design ideas ready for testing and prototyping by the end of the 4th week. By the end of the 6th week, we will have the conference demo completely finalized and ready for implementation.