

Project Plan

Project Name: Curvature

Team Name: Letter 6

Team Members: Simon Cameron, Fletcher Colley, Evan Fiddes, & Scott Prince

Project Plan Version Control

Version	Date	Author	Change Description
3.0	May 5, 2009	Scott Prince	Alpha Review
2.0	March 24, 2009	Scott Prince	Milestone 1 Review
1.0	Feb 17, 2009	Evan Fiddes, Scott Prince, Simon Cameron	Addressed feedback from first submission of project plan.
0.4	Feb 17, 2009	Scott Prince	Fleshing out final sections: Cost, Consumables and Procurement
0.3	Feb 15, 2009	Scott Prince, Evan Fiddes	Fleshing out – global changes
0.2	Feb 14, 2009	Scott Prince, Evan Fiddes, Simon Cameron	Ivan initial feedback for First Draft
0.1	Feb 2, 2009	Scott Prince	Initial Review – First Draft

TABLE OF CONTENTS

1	EXECUTIVE SUMMARY	3
2	MILESTONE 1 REVIEW	4
3	ALPHA REVIEW.....	4
4	SCOPE MANAGEMENT	5
4.1	Overview – Project Scope.....	5
4.2	Work Breakdown Structure	5
4.3	Scope Change Procedures.....	6
4.4	Task List.....	7
5	TIME MANAGEMENT	12
5.1	Overview – Project Schedule.....	12
6	HUMAN RESOURCES MANAGEMENT.....	13
6.1	Team Organization	13
6.2	Work Packages	13
7	COST MANAGEMENT	20
7.1	Overview – Funding Sources & Budget.....	20
7.2	Project Costs.....	20
8	QUALITY MANAGEMENT	22
8.1	Overview – Quality Priorities.....	22
8.2	Quality Management Plan.....	22
9	RISK MANAGEMENT	23
9.1	Overview – Project Risk Tolerance.....	23
9.2	Project Risks	23
10	COMMUNICATIONS MANAGEMENT	25
10.1	Overview – Communications Expectations	25
10.2	Communications Plan	25
11	PROCUREMENT MANAGEMENT.....	26
11.1	Procurement Plan	26
12	APPROVALS.....	27
13	APPENDIX A - COMPLETE FEATURES	28

1 Executive Summary

Curvature is a 3rd Person perspective, action puzzle shooter. It's main mechanic is a physics based device that allows the player to change their weight between heavy and light.

We will use the Unreal 3 engine and create a UT3 Mod utilizing some custom 3d art assets, along with some existing UT3 assets (including sound). The game will be controlled via primarily an Xbox 360 controller, but also have the option to use a keyboard and mouse.

Our primary risk is that the team is inexperienced with game development; however that risk is mitigated by having a large pool of resources at VFS to help. In addition the other major risks on the project are contributor's timelines and deadlines potentially impacting our own deliverables.

Timelines are such that we have a Final Presentation on June 3 and are expected to have a complete game by May 24th. Alpha will be completed for April 22 and a Vertical Slice (milestone 1) will be March 20th.

2 Milestone 1 Review

We're on track with regards to implementation of features. Initial vertical slice deliverables were met successfully. We also scoped back slightly due to game design reasons and cut the enemies from the game and we are refocusing our effort on player feedback.

We missed 3 major deliverables for Milestone 1:

- Whitebox level design
- Main character modeling and import
- Main character animation

Primary reasons for these missed deliverables were underestimating the number of hours required to do the tasks and major technical hurdles to overcome with regards to main character rigging and export.

The impact with the 3 missed deliverables is such that we had to move the 3D modeling of the level assets in for M2.

3 Alpha Review

We are Feature complete. The game is playable from the beginning right through the end. We're very happy with the existing tuning of the game – it's been tuned throughout production with multiple play test sessions both in group and externally. Art for the levels are 50% complete, with the second half of the game the visual target for the first half of the game. For a more detailed list of the actual features and the depth of those features – please see Appendix A.

We're awaiting content from two collaborators – animation for Bella and voiceover re-work for Magnus.

The only major bug that is outstanding is when the player runs into geometry at a high speed and is perpendicular to the surface, they sometimes fail the physics tests and punch through the geometry. We have logged 60 bugs during production and 30 of them have been resolved.

The remaining issues are being worked, and resources are being reallocated to backfill and free up individuals.

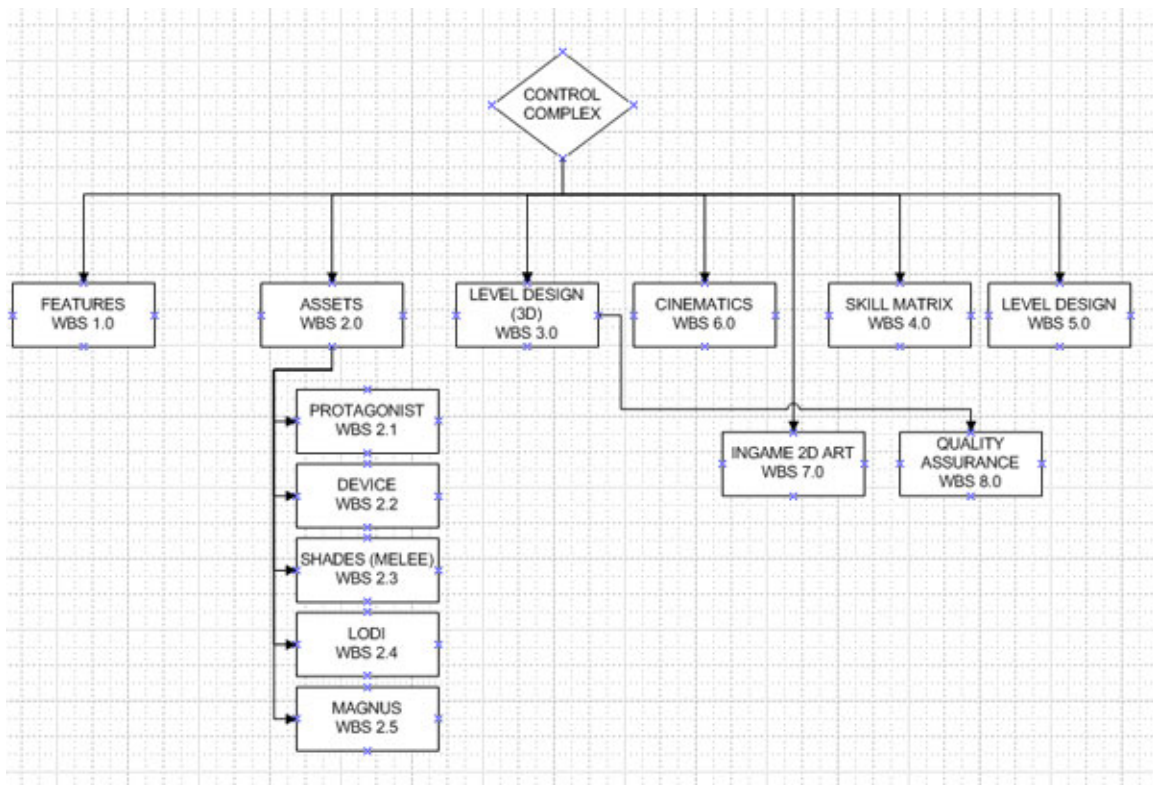
We're confident that we will meet the Beta deadline.

4 Scope Management

4.1 Overview – Project Scope

3D 3rd person camera, UT3 Mod, Action Puzzle Shooter. Physic based mechanic for making certain objects and enemies “light and floaty” or “heavy and massive”, using custom settings for the Havok Physics Engine built into UT3. Custom Art Assets to be produced for main “Baddies”, NPCs and Bella (PC), as well as many of the world/level design assets. Sounds asset to be pulled from pre-existing UT3 Assets, VFS Library, or created custom. A custom Front-End menu system will be created, as well as support for both WASD Keyboard and Mouse, as well as X360 Controller, and control customization for both

4.2 Work Breakdown Structure



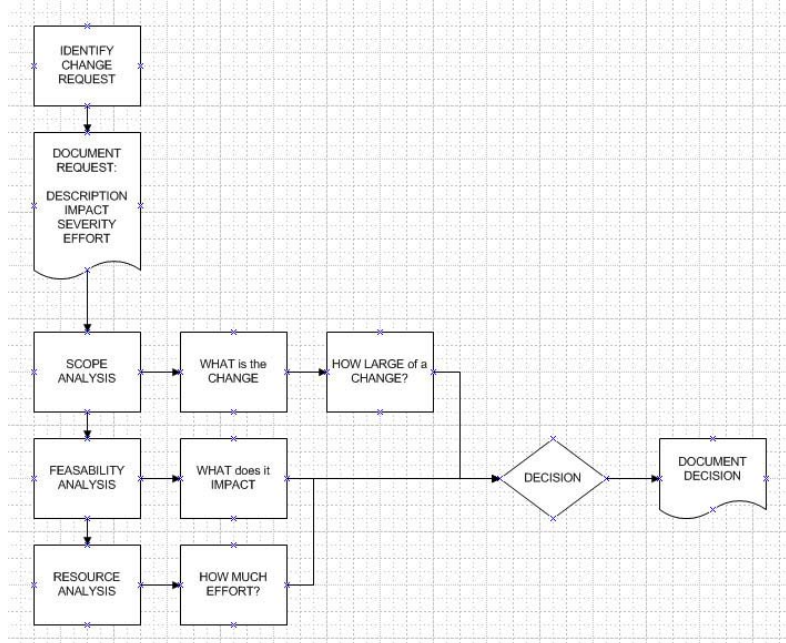
4.3 Scope Change Procedures

Change Management is responsible for controlling change within the production environment through to final. : The goal of the Change Management process is to ensure that standardized methods and procedures are used for efficient and prompt handling of all changes, in order to minimize the impact of change-related incidents upon service quality, and consequently improve the day-to-day operations of the organization.

PROCESS OVERVIEW

Change Management will comprise the raising and recording of changes, assessing the impact, cost, benefit and risk of proposed changes, developing business justification and obtaining approval, managing and coordinating change implementation, monitoring and reporting on implementation, reviewing and documenting the decision.

Any proposed change must be approved prior to being implemented. The approval process will include Scope Analysis, Feasibility Analysis and Resource Analysis as shown below:



4.4 Task List

WBS	Name	Work	RESOURCE
1	Features	100 hrs	
1.1	Movement	4 hrs	Simon
1.2	Light Field	16 hrs	Simon
1.3	Heavy Field	16 hrs	Simon
1.4	Control (360)	8 hrs	Simon
1.5	Shade AI	8 hrs	Simon
1.6	Combat	48 hrs	
1.6.1	Field Overload	16 hrs	Simon
1.6.2	Smash Down	16 hrs	Simon
1.6.3	Rolling into	8 hrs	Simon
1.6.4	Floating into	8 hrs	Simon
2	Assets	404 hrs	
2.1	Protagonist	110 hrs	
2.1.1	Animation Tree	60 hrs	Jehremy
2.1.2	Rigging	8 hrs	Evan
2.1.3	Textures	8 hrs	Evan
2.1.4	Unreal Import	4 hrs	Evan
2.1.5	3D Model	16 hrs	Evan
2.1.6	Sound	8 hrs	Simon Evan
2.1.7	Complete Model Confirmation	6 hrs	
2.2	Shades (Melee)	96 hrs	
2.2.1	Move Tree	4 hrs	Jehremy
2.2.2	3D Model	16 hrs	Scott
2.2.3	Textures	8 hrs	Scott
2.2.4	Rigging	8 hrs	Scott
2.2.5	Animation Tree	50 hrs	Scott,Evan
2.2.6	Unreal Import	4 hrs	Scott
2.2.7	Complete Model Confirmation	6 hrs	Scott
2.3	Lodi	108 hrs	
2.3.1	Move Tree	4 hrs	Jehremy
2.3.2	3D Model	24 hrs	Contrib 1
2.3.3	Textures	12 hrs	Contrib 1
2.3.4	Rigging	24 hrs	Evan
2.3.5	Animation Tree	30 hrs	Jehremy
2.3.6	Unreal Import	8 hrs	Scott
2.3.7	Complete Model Confirmation	6 hrs	Jehremy

Project Plan – Curvature
By Letter 6

2.4	World	90 hrs	
2.4.1	World Concepts	14 hrs	Evan,Scott
2.4.2	Asset list (World)	2 hrs	Evan
2.4.3	Move Tree (World)	5 hrs	Evan
2.4.4	Animation Tree (World)	5 hrs	Evan,Scott
2.4.5	3D Model (World)	24 hrs	Evan,Scott
2.4.6	Unreal Import (World)	8 hrs	Evan,Scott
2.4.7	Textures (World)	16 hrs	Evan,Scott
2.4.8	Shaders	8 hrs	Evan
2.4.9	Complete Model Confirmation (World)	8 hrs	Evan,Scott
2.5	Sound	0 hrs	Fletcher
3	Level Design Assets	24 hrs	
3.1	Maintenance Tunnels	12 hrs	
3.1.1	3D (Level Design - Environment - Founders) Animation (Level Design - Environment -	6 hrs	Fletcher
3.1.2	Founders)	6 hrs	Fletcher
3.2	Power Station	12 hrs	
3.2.1	3D (Level Design - Environment - Powerstation)	6 hrs	Fletcher
3.2.2	Animation (Level Design - Environment - Powerstation)	6 hrs	Fletcher
4	Skill Matrix	88 hrs	
4.1	World Assets - Skill Matrix 1 - Super Jump	12 hrs	
4.1.1	3D Asset	3 hrs	Scott
4.1.2	Texture	2 hrs	Scott
4.1.3	Rigging	1 hr	Fletcher
4.1.4	Animation Tree	1 hr	Fletcher
4.1.5	Unreal Import	1 hr	Scott
4.1.6	Sound	3 hrs	Scott
4.1.7	Model Confirmation Complete	1 hr	Scott
4.2	World Assets - Skill Matrix 2 - Smash	12 hrs	
4.2.1	3D Asset	3 hrs	Scott
4.2.2	Texture	2 hrs	Scott
4.2.3	Rigging	1 hr	Fletcher
4.2.4	Animation Tree	1 hr	Fletcher
4.2.5	Unreal Import	1 hr	Scott
4.2.6	Sound	3 hrs	Scott
4.2.7	Model Confirmation Complete	1 hr	Scott
4.3	World Assets - Skill Matrix 3 - Press Button	12 hrs	
4.3.1	3D Asset	3 hrs	Scott
4.3.2	Texture	2 hrs	Scott
4.3.3	Rigging	1 hr	Fletcher

Project Plan – Curvature
By Letter 6

4.3.4	Animation Tree	1 hr	Fletcher
4.3.5	Sound	3 hrs	Scott
4.3.6	Unreal Import	1 hr	Scott
4.3.7	Model Confirmation Complete	1 hr	Scott
4.4	World Assets - Skill Matrix 4 - Slow Fall	11 hrs	
4.4.1	3D Asset	3 hrs	Jehremy
4.4.2	Texture	2 hrs	Jehremy
4.4.3	Rigging	6 hrs	Jehremy
4.5	World Assets - Skill Matrix 4 - Slow Fall	6 hrs	
4.5.1	Animation Tree	1 hr	Fletcher
4.5.2	Sound	3 hrs	Fletcher
4.5.3	Unreal Import	1 hr	Fletcher
4.5.4	Model Confirmation Complete	1 hr	Fletcher
4.6	World Assets - Skill Matrix 5 - Fast Fall	12 hrs	
4.6.1	3D Asset	3 hrs	Fletcher
4.6.2	Texture	2 hrs	Fletcher
4.6.3	Rigging	1 hr	Fletcher
4.6.4	Animation Tree	1 hr	Fletcher
4.6.5	Sound	3 hrs	Fletcher
4.6.6	Unreal Import	1 hr	Fletcher
4.6.7	Model Confirmation Complete	1 hr	Fletcher
	World Assets - Skill Matrix 6 - Overload		
4.7	AOE	11 hrs	
4.7.1	3D Asset	3 hrs	Fletcher
4.7.2	Texture	2 hrs	Fletcher
4.7.3	Rigging	1 hr	Fletcher
4.7.4	Animation Tree	1 hr	Fletcher
4.7.5	Sound	3 hrs	Fletcher
4.7.6	Model Confirmation Complete	1 hr	Fletcher
	World Assets - Skill Matrix 8 - Resist		
4.8	Movement	12 hrs	
4.8.1	3D Asset	3 hrs	Fletcher
4.8.2	Texture	2 hrs	Fletcher
4.8.3	Rigging	1 hr	Fletcher
4.8.4	Animation Tree	1 hr	Fletcher
4.8.5	Sound	3 hrs	Fletcher
4.8.6	Unreal Import	1 hr	Fletcher
4.8.7	Model Confirmation Complete	1 hr	Fletcher
5	Level Design	172 hrs	
5.1	BOSS BATTLE	78 hrs	
5.1.1	Build Level	20 hrs	Jehremy
5.1.2	Asset List	4 hrs	Simon

Project Plan – Curvature
By Letter 6

5.1.3	Lodi AI	20 hrs	Jehremy
5.1.4	Insert Prefabs	10 hrs	Jehremy
5.1.5	Complete Level Confirmation	4 hrs	Jehremy
5.1.6	Concept	8 hrs	Jehremy
5.1.7	Functional Diagram/Layout	8 hrs	Jehremy
5.1.8	Whitebox	4 hrs	Jehremy
5.2	Power Station	40 hrs	
5.2.1	Concept	4 hrs	Simon
5.2.2	Functional Diagram/Layout	3 hrs	Simon
5.2.3	Asset List	4 hrs	Simon
5.2.4	Whitebox	3 hrs	Simon
5.2.5	Build Level	16 hrs	Simon
5.2.6	Insert Prefabs	8 hrs	Simon
5.2.7	Complete Level Confirmation	2 hrs	Simon
5.3	Maintenance Tunnels	54 hrs	
5.3.1	Concept	4 hrs	Fletcher
5.3.2	Functional Diagram/Layout	3 hrs	Fletcher
5.3.3	Asset List	4 hrs	Fletcher
5.3.4	Whitebox	9 hrs	Fletcher
5.3.5	Maint Tunnels - Implement Feedback	8 hrs	Fletcher
5.3.6	Build Level	16 hrs	Fletcher
5.3.7	Insert Prefabs	8 hrs	Fletcher
5.3.8	Complete Level Confirmation	2 hrs	Fletcher
6	Cinematics	43 hrs	
6.1	Identification	6 hrs	Scott,Evan
6.2	Trailer	14 hrs	
6.2.1	Previs	3 hrs	Scott
6.2.2	Art Pass	4 hrs	Evan
6.2.3	Complete	7 hrs	Scott,Evan
6.3	Cut Scenes	23 hrs	
6.3.1	Previs	3 hrs	Evan
6.3.2	Art Pass	4 hrs	Scott
6.3.3	Complete	16 hrs	Evan,Scott
7	2D Art	20 hrs	
7.1	Game Menu UI	10 hrs	
7.1.1	Previs Art Layout	1 hr	Scott
7.1.2	Previs Implementation	2 hrs	Scott
7.1.3	Art Layout	4 hrs	Scott
7.1.4	Implementation	3 hrs	Scott
7.2	InGame UI	10 hrs	
7.2.1	Previs Art Layout	1 hr	Scott

Project Plan – Curvature
By Letter 6

7.2.2	Previs Implementation	2 hrs	Scott
7.2.3	Art Layout	4 hrs	Scott
7.2.4	Implementation	3 hrs	Scott
8	QA	71 hrs	
8.1	QA Automation	26 hrs	
8.1.1	Scoping	4 hrs	Evan
8.1.2	Unreal Script	8 hrs	Evan
8.1.3	3DS Script Import	8 hrs	Evan
8.1.4	UnrealEd Export	6 hrs	Evan
8.2	Feedback Forms	17 hrs	
8.2.1	Scoping	2 hrs	Fletcher
8.2.2	Feedback Implementation	6 hrs	Fletcher
8.2.3	Online/Electronic Version	8 hrs	Fletcher
8.2.4	Team Signoff	1 hr	Scott
8.3	Accept Feedback/Focus Testing	8 hrs	Fletcher
8.4	Game Tuning	20 hrs	Simon
9	Pipeline	9 hrs	
9.1	3DS Naming Script	4.5 hrs	Evan
9.2	General Unreal Importing/Processes	4.5 hrs	Evan



5 Time Management

5.1 Overview – Project Schedule

Date	Milestone	Deliverable	Approval
March 20	Milestone 1 – Vertical Slice	Placeholder Visuals /10 Placeholder Audio /10 Proof of Tech/Arch /10 Core Gameplay /20 Industry Relevance/Appropriateness /20 (do you know the target market?)	VFS & Letter6
April 10	Alpha	Feature Complete All features are complete Art assets are complete Sound assets are complete	VFS & Letter 6
April 24	Final	Final – Game Complete QA has been completed	VFS & Letter 6
June 3	Final Presentation	Final Presentation	The world

6 Human Resources Management

6.1 Team Organization

Project Team Role	Project Team Member(s)	Responsibilities
Art, Cinematics and PM	Scott	Art Direction, Scheduling
Technical Artist, 3D Modeling	Evan	3D Assets, Art Pipeline
Systems Design/Coding/Level Design	Simon	Feature Implementation, Power Station Level Design/Implementation
Environment Artist, Animator, Level Design	Jehremy	Character and World Object Animations, Founders Building Level, Lodi Boss Fight
Game Designer, Level Design	Fletcher	City Level Design, Gameplay, Level Flow, QA

6.2 Work Packages

EVAN FIDDES

WBS	Name	Work	RESOURCE
1	Features	100 hrs	
1.6	Combat	48 hrs	
2	Assets	404 hrs	
2.1	Protagonist	110 hrs	
2.1.2	Rigging	8 hrs	Evan
2.1.3	Textures	8 hrs	Evan
2.1.4	Unreal Import	4 hrs	Evan
2.1.5	3D Model	16 hrs	Evan
2.1.7	Complete Model Confirmation	6 hrs	Evan
2.2	Shades (Melee)	96 hrs	
2.2.5	Animation Tree	50 hrs	Scott,Evan
2.3	Lodi	108 hrs	
2.3.4	Rigging	24 hrs	Evan
2.4	World	90 hrs	
2.4.1	World Concepts	14 hrs	Evan,Scott
2.4.2	Asset list (World)	2 hrs	Evan

Project Plan – Curvature
By Letter 6

2.4.3	Move Tree (World)	5 hrs	Evan
2.4.4	Animation Tree (World)	5 hrs	Evan,Scott
2.4.5	3D Model (World)	24 hrs	Evan,Scott
2.4.6	Unreal Import (World)	8 hrs	Evan,Scott
2.4.7	Textures (World)	16 hrs	Evan,Scott
2.4.8	Shaders	8 hrs	Evan
2.4.9	Complete Model Confirmation (World)	8 hrs	Evan,Scott
3	Level Design Assets	24 hrs	
3.1	Maintenance Tunnels	12 hrs	
3.2	Power Station	12 hrs	
4	Skill Matrix	88 hrs	
	World Assets - Skill Matrix 1 - Super		
4.1	Jump	12 hrs	
4.2	World Assets - Skill Matrix 2 - Smash	12 hrs	
	World Assets - Skill Matrix 3 - Press		
4.3	Button	12 hrs	
4.4	World Assets - Skill Matrix 4 - Slow Fall	11 hrs	
4.5	World Assets - Skill Matrix 4 - Slow Fall	6 hrs	
4.6	World Assets - Skill Matrix 5 - Fast Fall	12 hrs	
	World Assets - Skill Matrix 6 - Overload		
4.7	AOE	11 hrs	
	World Assets - Skill Matrix 8 - Resist		
4.8	Movement	12 hrs	
5	Level Design	172 hrs	
5.1	BOSS BATTLE	78 hrs	
5.2	Power Station	40 hrs	
5.3	Maintenance Tunnels	54 hrs	
6	Cinematics	43 hrs	
6.1	Identification	6 hrs	Scott,Evan
6.2	Trailer	14 hrs	
6.2.2	Art Pass	4 hrs	Evan
6.2.3	Complete	7 hrs	Scott,Evan
6.3	Cut Scenes	23 hrs	
6.3.1	Previs	3 hrs	Evan
6.3.3	Complete	16 hrs	Evan,Scott
7	2D Art	20 hrs	
7.1	Game Menu UI	10 hrs	
7.2	InGame UI	10 hrs	
8	QA	71 hrs	
8.1	QA Automation	26 hrs	
8.1.1	Scoping	4 hrs	Evan
8.1.2	Unreal Script	8 hrs	Evan

Project Plan – Curvature
By Letter 6

8.1.3	3DS Script Import	8 hrs	Evan
8.1.4	UnrealEd Export	6 hrs	Evan
8.2	Feedback Forms	17 hrs	
9	Pipeline	9 hrs	
9.1	3DS Naming Script	4.5 hrs	Evan
9.2	General Unreal Importing/Processes	4.5 hrs	Evan

SCOTT PRINCE

WBS	Name	Work	RESOURCE
1	Features	100 hrs	
1.6	Combat	48 hrs	
2	Assets	404 hrs	
2.1	Protagonist	110 hrs	
2.2	Shades (Melee)	96 hrs	
2.2.2	3D Model	16 hrs	Scott
2.2.3	Textures	8 hrs	Scott
2.2.4	Rigging	8 hrs	Scott
2.2.5	Animation Tree	50 hrs	Scott,Evan
2.2.6	Unreal Import	4 hrs	Scott
2.2.7	Complete Model Confirmation	6 hrs	Scott
2.3	Lodi	108 hrs	
2.3.6	Unreal Import	8 hrs	Scott
2.4	World	90 hrs	
2.4.1	World Concepts	14 hrs	Evan,Scott
2.4.4	Animation Tree (World)	5 hrs	Evan,Scott
2.4.5	3D Model (World)	24 hrs	Evan,Scott
2.4.6	Unreal Import (World)	8 hrs	Evan,Scott
2.4.7	Textures (World)	16 hrs	Evan,Scott
2.4.9	Complete Model Confirmation (World)	8 hrs	Evan,Scott
3	Level Design Assets	24 hrs	
3.1	Maintenance Tunnels	12 hrs	
3.2	Power Station	12 hrs	
4	Skill Matrix	88 hrs	
	World Assets - Skill Matrix 1 - Super		
4.1	Jump	12 hrs	
4.1.1	3D Asset	3 hrs	Scott
4.1.2	Texture	2 hrs	Scott
4.1.5	Unreal Import	1 hr	Scott
4.1.6	Sound	3 hrs	Scott
4.1.7	Model Confirmation Complete	1 hr	Scott
4.2	World Assets - Skill Matrix 2 - Smash	12 hrs	

Project Plan – Curvature
By Letter 6

4.2.1	3D Asset	3 hrs	Scott
4.2.2	Texture	2 hrs	Scott
4.2.5	Unreal Import	1 hr	Scott
4.2.6	Sound	3 hrs	Scott
4.2.7	Model Confirmation Complete	1 hr	Scott
World Assets - Skill Matrix 3 - Press			
4.3	Button	12 hrs	
4.3.1	3D Asset	3 hrs	Scott
4.3.2	Texture	2 hrs	Scott
4.3.5	Sound	3 hrs	Scott
4.3.6	Unreal Import	1 hr	Scott
4.3.7	Model Confirmation Complete	1 hr	Scott
World Assets - Skill Matrix 4 - Slow Fall			
4.4	World Assets - Skill Matrix 4 - Slow Fall	11 hrs	
4.5	World Assets - Skill Matrix 4 - Slow Fall	6 hrs	
4.6	World Assets - Skill Matrix 5 - Fast Fall	12 hrs	
World Assets - Skill Matrix 6 - Overload			
4.7	AOE	11 hrs	
World Assets - Skill Matrix 8 - Resist			
4.8	Movement	12 hrs	
Level Design			
5	Level Design	172 hrs	
5.1	BOSS BATTLE	78 hrs	
5.2	Power Station	40 hrs	
5.3	Maintenance Tunnels	54 hrs	
Cinematics			
6	Cinematics	43 hrs	
6.1	Identification	6 hrs	Scott,Evan
Trailer			
6.2	Trailer	14 hrs	
6.2.1	Previs	3 hrs	Scott
6.2.3	Complete	7 hrs	Scott,Evan
Cut Scenes			
6.3	Cut Scenes	23 hrs	
6.3.2	Art Pass	4 hrs	Scott
6.3.3	Complete	16 hrs	Evan,Scott
2D Art			
7	2D Art	20 hrs	
Game Menu UI			
7.1	Game Menu UI	10 hrs	
7.1.1	Previs Art Layout	1 hr	Scott
7.1.2	Previs Implementation	2 hrs	Scott
7.1.3	Art Layout	4 hrs	Scott
7.1.4	Implementation	3 hrs	Scott
InGame UI			
7.2	InGame UI	10 hrs	
7.2.1	Previs Art Layout	1 hr	Scott
7.2.2	Previs Implementation	2 hrs	Scott
7.2.3	Art Layout	4 hrs	Scott
7.2.4	Implementation	3 hrs	Scott

Project Plan – Curvature
By Letter 6

8	QA	71 hrs	
8.1	QA Automation	26 hrs	
8.2	Feedback Forms	17 hrs	
8.2.4	Team Signoff	1 hr	Scott
9	Pipeline	9 hrs	

FLETCHER COLLEY

WBS	Name	Work	RESOURCE
1	Features	100 hrs	
1.6	Combat	48 hrs	
2	Assets	404 hrs	
2.1	Protagonist	110 hrs	
2.2	Shades (Melee)	96 hrs	
2.3	Lodi	108 hrs	
2.4	World	90 hrs	
2.5	Sound	0 hrs	Fletcher
3	Level Design Assets	24 hrs	
3.1	Maintenance Tunnels	12 hrs	
3.1.1	3D (Level Design - Environment - Founders)	6 hrs	Fletcher
3.1.2	Animation (Level Design - Environment - Founders)	6 hrs	Fletcher
3.2	Power Station	12 hrs	
3.2.1	3D (Level Design - Environment - Powerstation)	6 hrs	Fletcher
3.2.2	Animation (Level Design - Environment - Powerstation)	6 hrs	Fletcher
4	Skill Matrix	88 hrs	
4.1	World Assets - Skill Matrix 1 - Super Jump	12 hrs	
4.1.3	Rigging	1 hr	Fletcher
4.1.4	Animation Tree	1 hr	Fletcher
4.2	World Assets - Skill Matrix 2 - Smash	12 hrs	
4.2.3	Rigging	1 hr	Fletcher
4.2.4	Animation Tree	1 hr	Fletcher
4.3	World Assets - Skill Matrix 3 - Press Button	12 hrs	
4.3.3	Rigging	1 hr	Fletcher
4.3.4	Animation Tree	1 hr	Fletcher
4.4	World Assets - Skill Matrix 4 - Slow Fall	11 hrs	
4.5	World Assets - Skill Matrix 4 - Slow Fall	6 hrs	
4.5.1	Animation Tree	1 hr	Fletcher
4.5.2	Sound	3 hrs	Fletcher
4.5.3	Unreal Import	1 hr	Fletcher
4.5.4	Model Confirmation Complete	1 hr	Fletcher
4.6	World Assets - Skill Matrix 5 - Fast Fall	12 hrs	

Project Plan – Curvature
By Letter 6

4.6.1	3D Asset	3 hrs	Fletcher
4.6.2	Texture	2 hrs	Fletcher
4.6.3	Rigging	1 hr	Fletcher
4.6.4	Animation Tree	1 hr	Fletcher
4.6.5	Sound	3 hrs	Fletcher
4.6.6	Unreal Import	1 hr	Fletcher
4.6.7	Model Confirmation Complete	1 hr	Fletcher
4.7	World Assets - Skill Matrix 6 - Overload AOE	11 hrs	
4.7.1	3D Asset	3 hrs	Fletcher
4.7.2	Texture	2 hrs	Fletcher
4.7.3	Rigging	1 hr	Fletcher
4.7.4	Animation Tree	1 hr	Fletcher
4.7.5	Sound	3 hrs	Fletcher
4.7.6	Model Confirmation Complete	1 hr	Fletcher
4.8	World Assets - Skill Matrix 8 - Resist Movement	12 hrs	
4.8.1	3D Asset	3 hrs	Fletcher
4.8.2	Texture	2 hrs	Fletcher
4.8.3	Rigging	1 hr	Fletcher
4.8.4	Animation Tree	1 hr	Fletcher
4.8.5	Sound	3 hrs	Fletcher
4.8.6	Unreal Import	1 hr	Fletcher
4.8.7	Model Confirmation Complete	1 hr	Fletcher
5	Level Design	172 hrs	
5.1	BOSS BATTLE	78 hrs	
5.2	Power Station	40 hrs	
5.3	Maintenance Tunnels	54 hrs	
5.3.1	Concept	4 hrs	Fletcher
5.3.2	Functional Diagram/Layout	3 hrs	Fletcher
5.3.3	Asset List	4 hrs	Fletcher
5.3.4	Whitebox	9 hrs	Fletcher
5.3.5	Maint Tunnels - Implement Feedback	8 hrs	Fletcher
5.3.6	Build Level	16 hrs	Fletcher
5.3.7	Insert Prefabs	8 hrs	Fletcher
5.3.8	Complete Level Confirmation	2 hrs	Fletcher
6	Cinematics	43 hrs	
6.2	Trailer	14 hrs	
6.3	Cut Scenes	23 hrs	
7	2D Art	20 hrs	
7.1	Game Menu UI	10 hrs	
7.2	InGame UI	10 hrs	
8	QA	71 hrs	

Project Plan – Curvature
By Letter 6

8.1	QA Automation	26 hrs	
8.2	Feedback Forms	17 hrs	
8.2.1	Scoping	2 hrs	Fletcher
8.2.2	Feedback Implementation	6 hrs	Fletcher
8.2.3	Online/Electronic Version	8 hrs	Fletcher
8.3	Accept Feedback/Focus Testing	8 hrs	Fletcher
9	Pipeline	9 hrs	

SIMON CAMERON

5.1.2	Asset List	4 hrs	Simon
5.2	Power Station	40 hrs	
5.2.1	Concept Functional	4 hrs	Simon
5.2.2	Diagram/Layout	3 hrs	Simon
5.2.3	Asset List	4 hrs	Simon
5.2.4	Whitebox	3 hrs	Simon
5.2.5	Build Level	16 hrs	Simon
5.2.6	Insert Prefabs Complete Level	8 hrs	Simon
5.2.7	Confirmation	2 hrs	Simon
5.3	Maintenance Tunnels	54 hrs	
6	Cinematics	43 hrs	
6.2	Trailer	14 hrs	
6.3	Cut Scenes	23 hrs	
7	2D Art	20 hrs	
7.1	Game Menu UI	10 hrs	
7.2	InGame UI	10 hrs	
8	QA	71 hrs	
8.1	QA Automation	26 hrs	
8.2	Feedback Forms	17 hrs	
8.4	Game Tuning	20 hrs	Simon
9	Pipeline	9 hrs	



7 Cost Management

7.1 Overview – Funding Sources & Budget

Hardware and space rental provided by VFS, outsourcing provided by VFS, human resources provided by team, while consumable resources provided out of pocket by team members.

7.2 Project Costs

Human Resources			
Role Type	Quantity (Mo)	Unit Cost(/mo)	Subtotal
Simon Cameron (Programmer)	3	\$6,166.66	\$18,500.00
Jehremy Kogl (3D Artist)	3	\$5,333.33	\$16,000.00
Fletcher Colley (Designer)	3	\$3,833.33	\$11,500.00
Scott Prince (Project Manager)	3	\$6,500.00	\$19,500.00
Evan Fiddes (Technical Artist)	3	\$5,666.66	\$17,000.00
Total Human Resource Costs			\$82,500.00

Consumable Resources			
Role Type	Quantity (Pkg)	Unit Cost	Subtotal
White Board Supplies	5	\$10.00	\$50.00
Paper (100 sheets)	10	\$2.50	\$25.00
DVD	50	\$1.00	\$50.00
Misc. Printing (Posters, manuals, adverts)	25	\$10.00	\$250.00
Total Consumable Costs			\$375.00

Non-Consumable Resources			
Type	Quantity	Unit Cost(/mo)	Subtotal
Studio Rental	1	\$50,000.00	\$150,000.00
Hardware (computers)	5	\$400.00	\$6,000.00
Outsourcing	1 Model	\$5,000.00/Model	\$5,000.00
Outsourcing	50 Sound Assets	\$250.00/Sound Asset	\$12,500.00
Total Non-Consumable Costs			\$38500.00

Totals	
Resource Type	Subtotal
Human Resources	\$82,500.00
Consumable Resources	\$375.00
Non-Consumable Resources	\$38,500.00
Total Budget	\$121,375.00

8 Quality Management

8.1 Overview – Quality Priorities

Team Letter 6 is committed to meeting assigned deliverables by deadlines described throughout the project plan. We've allocated a full month for pad and polish to assure no overtime is required during the production cycle to prevent burn out. We are planning on scheduling team events to keep moral high, also implementing a open door policy to voice any personal concerns relevant to the completion of the project.

- On Schedule according to Baseline
- No Overtime
- Happy

8.2 Quality Management Plan

Quality Standard	Quality Assurance	Quality Control
On Schedule according to Baseline	Milestones Reviews Weekly Status Meetings Daily Status Scrums	Compare vs Project Plan on a daily, weekly and Milestone basis
High Morale	Preproduction Post Mortem Milestone Reviews/Post Mortems Milestone Celebration of Successes	Daily scrum meetings Weekly status Meetings/open door policy.
	Tracking time spent against Project Plan, Evaluating Task Estimation	Daily scrum meetings, weekly status meeting. Detailed hour allocation in project plan. Realistic project scoping.
High level of Polish on the end product	Embrace Iterative design Embrace Feedback	Weekly task updates with discussion Focus Testing as soon as possible for feedback

9 Risk Management

9.1 Overview – Project Risk Tolerance

Allocated a full month for polish and pad, we can accept no more than 600 hours of lost time and still be on target to deliver gold master on schedule. In addition a large amount of risk is incurred due to contributors and the unknown quality and quantity of deliverables.

9.2 Project Risks

Risk	Effect On The Project	Impact	Prob.	Management Plan
Contributors (3D), Quality	Less Polish, and more work to bring quality to useable standard.	High	Med	Utilizing In-house 3D Talent (Evan), Regular Meetings /w Contributors (Scott)
Contributors (3D), Deliverable Dates	Missed Milestones, Waterfall delay to other Tasks, forced into reactionary position	High	Low	Utilizing In-house 3D Talent (Evan), Regular Meetings /w Contributors (Scott)
Contributors (Audio), Quality	Less Polish, and more work to bring quality to useable standard.	Med	Low	Regular Meetings /w Contributors (Scott)
Contributors (Audio), Deliverable Dates	Missed Milestones, Waterfall delay to other Tasks, forced into reactionary position	Med	Med	Regular Meetings /w Contributors (Scott)
Contributors (2D), Quality	Less Polish, and more work to bring quality to useable standard.	Low	Low	Regular Meetings /w Contributors (Scott)
Contributors (Audio), Deliverable Dates	Missed Milestones, Waterfall delay to other Tasks, forced into reactionary position	Med	Med	Regular Meetings /w Contributors (Scott)
Feature Implementation (Code)	Game does not WORK!	High	Low	Early POC & Prototype (Simon)
Inexperienced Resources	Lots of Unknowns: Timeframes, Scope	High	High	Mentors, Instructors, Previous Students (ALL)
Work/Life	Team get's burnt	Med	High	Planned "Team

Project Plan – Curvature
By Letter 6

Balance	out. Lower quality work, lower productivity, fist fights, whining, crying, bitching, complaining, grumpy, sleepy, dopey, doc			Events", Days Off, Proper Resource Allocation, Solid Project Plan, Regular full 2-way disclosure Status Updates including ALL team members. (ALL, Scott)
---------	--	--	--	--

10 Communications Management

10.1 Overview – Communications Expectations

We are expecting a weekly meeting with each and every mentor. Milestones will be the most important communication points during the development cycle. Daily scrums are scheduled as well as weekly status updates throughout the production cycle.

10.2 Communications Plan

Stakeholder(s)	Information Needed	When/How Often	Means Of Delivering The Information
[Who needs to be informed]	[What do they need to be informed about]	[What interval (daily, weekly, monthly) or what events will trigger information being distributed]	[How will you deliver the required information. Also note who is responsible for delivering this information.]
D. Warfield	Project Status, Project Scope	Weekly, @Milestones	Face to face
A. Laing	Project Status, Project Scope	Weekly, @Milestones	Face to face
J. Meagher	Project Status, Project Scope	Weekly, @Milestones	Face to face
I. Allen	Project Status, Project Scope	Weekly, @Milestones	Face to face
J. Tran	Project Status, Project Scope	Weekly, @Milestones	Face to face
L. Doan	Project Status, Project Scope	Weekly, @Milestones	Face to face
N. Christiani	Project Status, Project Scope	Weekly, @Milestones	Face to face
R. Davidson	Project Status, Project Scope	Weekly, @Milestones	Face to face
Letter 6	Day to day activities	Daily (Informal)	Face to face
Letter 6	Milestone Review	BiWeekly	Group Meeting
Letter 6	Weekly Status	Weekly	Group Meeting

11 Procurement Management

11.1 Procurement Plan

Resource Required	Source	When Required	Team Member Responsible
Paper	VFS	Throughout Development Cycle	Scott Prince
White Board Supplies	VFS	Throughout Development Cycle	Evan Fiddes
DVDs	Staples Office Depot.	Monthly backups, During final project presentation	Simon Cameron
Computers	VFS	Throughout Development Cycle	Dave Warfield
Studio Rental	VFS	Throughout Development Cycle	Dave Warfield

12 APPROVALS

Prepared by _____
Project Manager

Approved by _____
Senior Producer

[Other Stakeholders]



13 APPENDIX A - Complete Features

- Three Forms
 - Bella
 - Run
 - Jump
 - Only Vulnerable State
 - Air Control
 - Jump Boost (Switching to Light Field)
 - Speed Boost (Switch to Heavy Field)
 - Heavy
 - Speed
 - Momentum
 - Falls Quickly
 - Speed Boost
 - Doesn't Bounce
 - Light
 - Upwards Movement
 - Floats
 - Jump
 - Bounces

- Camera
 - 3rd Person Follow Cam
 - Follows 360° rotation
 - Follow 90° pitch (45° up 45° down)
 - Push in at Slow Speeds/Pull Out at High Speed
 - Camera Reset
 - Snap Camera to Current Direction of Travel

- Player Feedback
 - Particle and Sound Effect
 - Boost Activated
 - Boost is Ready
 - High Speed Reached
 - Well Timed Transition from Heavy to Light
 - Enable Heavy Field
 - Enable Light Field
 - Achievement Unlocked

- Front End/UI
 - Front End
 - Main Menu
 - Load Screens
 - Achievement Screen
 - Last 3 Achievements Unlocked
 - Controller Screen
 - Credits Screen
 - UI
 - Achievement Unlocked
 - Magnus Talking
 - Health Indicator

- Controls
 - XBOX 360 Controller
- Art
 - 3D
 - Custom 3D Models
 - Playable Surfaces everywhere in the environment
 - Custom Character Models
 - Bella
 - Customized Unreal Animation Tree
 - Light/Heavy Fields
 - Real Time Reflection Cube Maps
 - 2D
 - Custom Textures
 - UI Screens
 - HUD Elements
 - Magnus Speaking
 - Damage Splash Screen
 - Particles
 - Custom Particle Effects
 -
- Level Design
 - Level Design Complete
 - Energy Pin “Bread Crumbs” to Lead Player Along Desired Path
 - Recursive
 - Player is Returned to Beginning of the Game after Completion
 - No Good Points to Put Controller Down
 -
- Achievements
 - 21 Achievements in Three Major Categories
 - Collection
 - Eg Knock Over Energy Pins
 - Exploration
 - Eg Reach the Highest Point in the Map
 - Skill
 - Eg Fly 3000’ Without Touch the Ground