Design plan (D2)

Overview

The project will be designed in an iterative manner using the conventional agile approach.

A Gantt Chart-based timeline will serve as the basic guideline for the time schedule.

There will be two main phases of the design development:

1. Design Phase
2. Balancing and Testing Phase

The Design Phase will be used to define the features of the game on broad and detailed scales.

The features of the game will be categorised into 4 major groups:

- The subject of the game or the player
- The factor that drives the player to play the game
- The player's input into the game
- The game's output towards the player

These groups will be individually defined and broken down into features.

In the Balancing and Testing Phase the game developed prototype based on the designed features will be critically tested. This testing will provide a basis for the evaluation of the current game quality. The game design will be then re-discussed and re-designed if needed.

This type of iteration of design is possible throughout the project until Milestone 5, when we enter into a final testing phase and the project design will be finally "frozen".

Milestones will be defined by the project management and design department to create the minimum criteria in relative to time.

Milestones

Pre-Milestone 1 - 12/12/2016

- Development of personal ILP.
- Creation of project plan including:
    - Gantt chart
    - Task descriptions
    - Time schedule

Milestone 1 - 14/01/2017

The longest milestone of the development that will include the following activities:

- Research phase including:
    - Competitor games
    - Influences and inspirations
    - Real-life examples for parties, music, objects and scenarios
- Definition of the game's nature including:
    - Platform
    - System requirements
    - Target audience
    - ERSB rating
- Basic definition of the features on a broad scale for:
    - Player design, (game subject)
    - Beats design, (game drive)
    - Light system design, (player input)
    - Scoring design, (game output)
- Detailed definition of the Player design

Milestone 2 - 20/02/2017

Milestone 2 will focus on delivering the basic game details to an extent to provide guidelines for the development team.

The definitions will be left with example data to enable development. The exact data will be later added in milestone 3 and tweaked in the balancing phase.

The following features of the game will be defined in detail:

- Lighting System details including:
    - Lights
    - Light behaviours
    - Mixer Platform
- Beat system details including
    - Game music expectations from audio department
    - Beat visualiser
    - Time line visualiser
    - Light sparks
- Scoring system details including
    - Party vibe definition, (main scoring)
    - Career performance, (level design)
    - Feedback

Milestone 3 - 06/03/2017

Milestone 3 will be used to collect and calculate data to use for each feature such as:

- Light details:
    - References for nightclub lighting technology
    - References for light effects
    - References to animation effects
    - Descriptions of behaviours
    - Uses in the game relative to buttons
- Mixer platform details, (buttons):
    - References to input technology
    - Diagrams of input
    - Description of input behaviours
    - Use in the game relative to lights
- Special combination lists
- Career Performance to Party Vibe matrix
- Feedback
    - List of audio feedback
    - List of visual feedback
- Environment details

Milestone 4 - 03/04/2017

Milestone 4 will produce our first balanced working prototype which should already include the main gameplay of the game including all the above mentioned game features.

The design department will use this time to redesign and major elements needed.

Visual effects will be created including:

- Light sparks
- Light beams with animations

Milestone 5 - 21/04/2017

Milestone 5 will be running the last minor design changes and balancing, testing.

After this milestone, no design elements are allowed to be changed.

Milestone 6 - 30/05/2017

The final testing will be carried out an the project will be submitted by the developers.

Time Schedule

⌄ Click here for details