

<b>Company Name:</b>	<b>MilkSop Games</b>
<b>Project Name:</b>	<b>Heads 'N' Tails: Pet Shop</b>

## Progress Updates & Development Plan

### Progress Update Video

During the development of your project ahead of the pitching event we will require a short update video to be produced at the end of each calendar month so that we can track your progress.

### Development Plan

This word document should be used to outline your development plan, and can be referred to during your video progress updates to provide a sense of where you are at and what is changing.

Because the video progress updates are based around calendar months, we request that you provide the plan in that format, regardless of the frequency of your internal development milestones or sprints.

This is only intended to give a general indication of the work to be carried out and what you intend to pitch and eventually showcase at our national showcase event. You may update the plan as you carry out the work, and we ask that you send us the updated plan along with your video progress updates.

The plan for future months can be less detailed early on, especially where you are using an agile development methodology (although we would still expect to see a general outline of your plan as it currently stands).

We will not provide any feedback on these documents they are purely for our viewing and to enable us to track your progress remotely.

**Additional guidance is provided at the bottom of this document.**

### Submission Process and Dates

We will issue each team with a Dropbox link to upload their Video Progress Update and Development Plan.

Video progress updates should **not exceed 5 minutes**

Format: MP4, WMV or MOV

Please use the filename as indicated below

Give yourself adequate time to upload the video

Date	Details	Dropbox File Name	Who
5 <sup>th</sup> July 2019 5pm	1) Overall Development Plan for competition (July-Sept). This document should at least have your Development Plans for July included, along with your plans for the whole competition  (We do not require a Video Progress Update at this stage)	TeamName_ July September_DP	All teams
2 <sup>nd</sup> August 2019 5pm	1) Video Progress Update: August 2) Development Plan for August: (with any adjustments)	TeamName_August_VPU TeamName_August_DP	All teams
30 <sup>th</sup> August 2019 5pm	1) Video Progress Update: September 2) Development Plan for September: (with any adjustments)	TeamName_September_VPU TeamName_September_DP	All teams
27 <sup>th</sup> September 2019 5pm	1) Video Progress Update: Final 2) Development Plan (completed)	TeamName_Final_VPU TeamName_Final_DP	Selected teams

**July-September (overall plan submitted 5<sup>th</sup> July 2019)**

High Level Feature List (user-facing or goals, not individual tasks)	Expected Status
<b>ART (PROP/ ENVIRONMENT):</b> <ul style="list-style-type: none"> <li>15 assets completed per artist (Fully textured, mostly modular assets, with custom collision and lightmaps)</li> <li>3 custom environments for the 3 levels (Ice, Lava, Nature)</li> <li>All assets placed into engine in the 3 environment levels</li> </ul>	Complete Complete Complete
<b>ART (CHARACTER/ CONCEPTS):</b> <ul style="list-style-type: none"> <li>4x finalised 2D concepts</li> <li>5x 3D character assets, consisting of 2 NPC and 3 pets</li> <li>5x rigged characters</li> <li>5x fully animated characters with at least 20 animations each</li> <li>Characters working with all available animations in engine</li> </ul>	Complete Complete Complete Beta/ Complete Beta/ Complete
<b>DESIGN (LEVEL/ GAME):</b> <ul style="list-style-type: none"> <li>All assets placed into engine</li> <li>3x levels/ environments created using artist's assets</li> <li>Tutorial, narrative, UI and feedback</li> <li>Gameplay iteration/ tuning (using player feedback)</li> <li>Economy and Reputation System Design</li> </ul>	Complete Complete Beta/ Complete Beta/ Complete Complete
<b>PROGRAMMING (TECHNICAL):</b> <ul style="list-style-type: none"> <li>All major mechanics, including drag and drop, interaction, pet stations (Cooking, Cleaning and Playing), reputation, AI and physics systems</li> <li>Camera setup</li> <li>Menu systems and bookending set up</li> <li>Dynamic environment with lighting set up in engine</li> </ul>	Beta/ Complete Complete Beta/ Complete Beta/ Complete
<b>SOUND/ AUDIO:</b> <ul style="list-style-type: none"> <li>Menu systems (Main menu, Pause, Credits) (SFX and music)</li> <li>SFX audio (including props, characters and pets)</li> <li>Environment theme/ ambient for each of the 3 levels</li> </ul>	Beta/ Complete Complete Complete
<b>DOCUMENTATION:</b> <ul style="list-style-type: none"> <li>Game Design Document and Art Bible</li> <li>Research and mood boards/ concepts</li> <li>Pitch events documentation/ preparation (Dundee and EGX)</li> <li>Monthly Video reviews and document update</li> <li>Testing and feedback documentation</li> </ul>	Complete Complete Complete Complete WIP/ Complete
<b>MARKETING:</b> <ul style="list-style-type: none"> <li>Discuss, design and create merchandise for EGX event</li> <li>Use different methods to promote Milksop and H.N.T</li> </ul>	Complete WIP/ Complete
<b>POLISH:</b> <ul style="list-style-type: none"> <li>Work on polish, iteration, bug fixing, UI and VFX</li> </ul>	Beta/ Complete

Employee Name	Role on Project
Eli De Carteret	Team leader/ Level Designer
Alan Horton	Technical Designer
Robyn Murphy	Environmental Artist
Cat Wiltshire	Prop Artist
Lee Stockton	Technical Artist
Laura Flinders	Environmental Artist

Contractor Name	Role on Project	Month started	Month ended
Jasmine Streatfield	Character Artist (Concept/ 3D)	Early July	Start of September
Tom Bennett	Audio Designer	Early July	N/A (Est. October)
Samuele Bandini	2D Concept Artist	Early July	Mid June
Connor Charron	Character Rigger	Mid July	Mid August
Diana Ulloa	Character Animator	Mid- Late July	N/A (Est. October)

\*More contractors such as VFX and UI artists possibly to be added

You may add rows as necessary

**July (plan for July submitted 5<sup>th</sup> July): Aiming for 2nd Iteration/ Greybox**

High Level Feature List (user-facing or goals, not individual tasks)	Expected Status
<b>ART (PROP/ ENVIRONMENT):</b> <ul style="list-style-type: none"> <li>Mood boards, research and concepts</li> <li>15 assets completed per artist to a greybox standard</li> <li>All assets placed into engine in the 3 environment levels</li> </ul>	Feature Complete 2 <sup>nd</sup> Iteration First Pass/ 2nd
<b>ART (CHARACTER/ CONCEPTS):</b> <ul style="list-style-type: none"> <li>4x finalised 2D concepts</li> <li>1 NPC goblin characters and 3 pet characters</li> </ul>	Feature complete 2nd Iteration
<b>DESIGN (LEVEL/ GAME):</b> <ul style="list-style-type: none"> <li>2D sketches of the 3 levels</li> <li>3 environments completed (providing asset lists for these levels)</li> <li>Narrative aspects</li> <li>Character placement</li> </ul>	Feature complete 2nd Iteration 2nd Iteration First Pass/ 2nd
<b>PROGRAMMING (TECHNICAL):</b> <ul style="list-style-type: none"> <li>All major mechanics, including drag and drop, interaction, pet station, reputation and physics systems to a greyboxed level</li> <li>Dynamic environment with lighting set up in engine</li> <li>AI complete to a greyboxed level</li> <li>Camera setup</li> </ul>	2nd Iteration First Pass First Pass/ 2nd Completed
<b>SOUND/ AUDIO:</b> <ul style="list-style-type: none"> <li>Environment theme for each of the 3 levels</li> <li>Greyboxed audio for SFX (including props, characters and pets)</li> </ul>	2nd Iteration First Pass
<b>DOCUMENTATION:</b> <ul style="list-style-type: none"> <li>Game Design Document</li> <li>Art Bible</li> <li>Prepare for August video and document progress update</li> </ul>	2 <sup>nd</sup> Iteration 2 <sup>nd</sup> Iteration Feature complete

Employee Name	Role on Project
Eli De Carteret	Team leader/ Level Designer
Alan Horton	Technical Designer
Robyn Murphy	Environmental Artist
Cat Wiltshire	Prop Artist
Lee Stockton	Technical Artist
Laura Flinders	Environmental Artist

Contractor Name	Role on Project
Jasmine Streatfield	Character Artist (Concept/ 3D)
Tom Bennett	Audio Designer
Samuele Bandini	2D Concept Artist
Connor Charron	Character Rigger

**August (plan for August submitted 2<sup>nd</sup> August): Aiming for Beta**

<b>ART (PROP/ ENVIRONMENT):</b> <ul style="list-style-type: none"> <li>15 assets completed per artist (Modelled, UVed and Textured)</li> <li>Animated props to fit into the dynamic environment</li> <li>3 custom environments for the 3 levels</li> <li>All assets placed into engine in the 3 environment levels</li> </ul>	Beta Alpha/ Beta Beta Beta
<b>ART (CHARACTER/ CONCEPTS):</b> <ul style="list-style-type: none"> <li>2 NPC character and 3 pet characters (Modelled, UVed, Textured)</li> <li>5x Rigged characters</li> <li>3x fully animated characters with at least 20 animation each</li> <li>2x partially animated characters with at least 10 animations</li> <li>Dragon character working with animation in engine</li> </ul>	Complete Complete 2nd Iteration/ Alpha First Iteration 2nd Iteration
<b>DESIGN (LEVEL/ GAME):</b> <ul style="list-style-type: none"> <li>3 environments completed using artists assets</li> <li>All assets placed into engine</li> <li>Tutorial, UI and feedback</li> <li>Gameplay iteration/ tuning (based on design and playtesting)</li> <li>Economy and Reputation System Design</li> <li>Narrative aspects</li> </ul>	Beta Beta 2nd Iteration Alpha/ Beta Alpha/ Beta 2nd Iteration
<b>PROGRAMMING (TECHNICAL):</b> <ul style="list-style-type: none"> <li>All major mechanics, including drag and drop, interaction, pet station, reputation, AI and physics systems</li> <li>Dynamic environment with lighting set up in engine</li> </ul>	Complete/ Beta Alpha/ Beta
<b>SOUND/ AUDIO:</b> <ul style="list-style-type: none"> <li>Menu system (Main Menu, Pause, Credits) (SFX and music)</li> <li>Environment theme for each of the 3 levels</li> <li>SFX audio (including props, characters and pets)</li> </ul>	Alpha/Beta Beta Beta
<b>DOCUMENTATION AND OTHER:</b> <ul style="list-style-type: none"> <li>Game Design Document and Art Bible</li> <li>Prepare for August video, document progress update and <b>pitching</b></li> <li>ANY feedback and changes based on testing through the month!</li> <li>Work on Tal Registry</li> <li>Artwork and stand set up for EGX</li> </ul>	Complete Complete (Aug end) 2nd Iteration Complete Complete
<b>POLISH:</b> <ul style="list-style-type: none"> <li>Work on polish, iteration, bug fixing, UI and VFX</li> </ul>	First Iteration

Employee Name	Role on Project	Employee Name	Role on Project
Eli De Carteret	Team leader/ Level Designer	Laura Flinders	Environmental Artist
Alan Horton	Technical Designer	Jasmine Streatfield	Character Artist
Robyn Murphy	Environmental Artist	Tom Bennett	Audio Designer
Cat Wiltshire	Prop Artist	Connor Charron	Character Rigger
Lee Stockton	Technical Artist	Diana Ulloa	Character Animator

**September (plan for September submitted 30<sup>th</sup> August 2019): Aiming for Code Release**

<b>ART (PROP/ ENVIRONMENT):</b> <ul style="list-style-type: none"> <li>All assets (~15) completed per artist (Modelled, UVed and Textured)</li> <li>Animated props to fit into the dynamic environment</li> <li>3 custom environments for the 3 levels</li> <li>All assets placed into engine in the 3 environment levels</li> </ul>	Complete Complete Complete Complete
<b>ART (CHARACTER/ CONCEPTS):</b> <ul style="list-style-type: none"> <li>2 goblin NPC characters and 3 pet characters (Modelled, UVed, Textured)</li> <li>5x Rigged characters</li> <li>5x fully animated characters with at least 20 animations each</li> <li>Characters working with all available animations in engine</li> </ul>	Complete Complete Beta/ Complete Beta
<b>DESIGN (LEVEL/ GAME):</b> <ul style="list-style-type: none"> <li>3 environments completed using artists assets</li> <li>All assets placed into engine</li> <li>Tutorial, narrative, UI and feedback</li> <li>Gameplay iteration/ tuning/ level amendments</li> <li>Economy and Reputation System Design</li> </ul>	Complete Complete Beta Beta/ Complete Complete
<b>PROGRAMMING (TECHNICAL):</b> <ul style="list-style-type: none"> <li>All major mechanics, including drag and drop, interaction, pet stations, reputation, AI and physics systems</li> <li>Dynamic environment with lighting set up in engine</li> <li>Menu systems and bookending set up</li> </ul>	Complete Beta/ Complete Beta/ Complete
<b>SOUND/ AUDIO:</b> <ul style="list-style-type: none"> <li>Menu system (Main Menu, Pause, Credits) (SFX and music)</li> <li>Environment theme for each of the 3 levels</li> <li>SFX audio (including props, characters and pets)</li> </ul>	Beta/ Complete Complete Complete
<b>DOCUMENTATION:</b> <ul style="list-style-type: none"> <li>Game Design Document and Art Bible</li> <li>Prepare for September video, document progress update</li> <li>Ensure everything is prepared for EGX, including travel, presentation etc</li> <li>ANY feedback and changes based on testing through the month!</li> </ul>	Complete WIP/ Complete Complete/ WIP Beta/ Complete
<b>MARKETING:</b> <ul style="list-style-type: none"> <li>Discuss, design and create merchandise for EGX event</li> <li>Use different methods in order to promote Milksop and H.N.T</li> </ul>	WIP/ Complete WIP/ Complete
<b>POLISH:</b> <ul style="list-style-type: none"> <li>Work on polish, iteration, bug fixing, UI and VFX</li> </ul>	Beta/ Complete

Employee Name	Role on Project	Employee Name	Role on Project
Eli De Carteret	Team leader/ Level Designer	Lee Stockton	Technical Artist
Alan Horton	Technical Designer	Laura Flinders	Environmental Artist
Robyn Murphy	Environmental Artist	Tom Bennett	Audio Designer
Cat Wiltshire	Prop Artist	Diana Ulloa	Character Animator

**Final (Final plan submitted 27<sup>th</sup> September 2019): Preparing for EGX**

High Level Feature List (user-facing or goals, not individual tasks)	Expected Status
<b>ART (PROP/ ENVIRONMENT):</b> <ul style="list-style-type: none"> <li>All assets (~15) completed per artist (Modelled, UVed and Textured, mostly modular assets with custom collision and lightmaps)</li> <li>Animated props to fit into the dynamic environment</li> <li>3 custom environments for the 3 levels (Ice, Nature, Fire/ lava)</li> <li>All assets placed into engine in the 3 environment levels</li> <li>Fixes to any assets and final polish</li> </ul>	Complete Complete Complete Complete Complete
<b>ART (CHARACTER/ CONCEPTS):</b> <ul style="list-style-type: none"> <li>4x finalised 2D concepts</li> <li>5x 3D character assets, consisting of 2 goblin NPCs and 3 pets characters (Modelled, UVed, Textured)</li> <li>5x rigged characters</li> <li>5x animated characters with at least 20 animations each.</li> <li>Characters working with all animations in engine</li> <li>Fixes to any issues, animations modified in engine if required</li> </ul>	Complete  Complete Complete Complete Complete Complete
<b>DESIGN (LEVEL/ GAME):</b> <ul style="list-style-type: none"> <li>All assets placed into engine</li> <li>3 environments completed using artists assets</li> <li>Tutorial, UI and feedback (Player guiding)</li> <li>Gameplay iteration/ tuning (using player feedback)</li> <li>Economy and Reputation System Design</li> <li>Narrative design aspects</li> <li>Fixes to any design issues or bugs as a result of testing, possibly extra UI, VFX or feedback if required</li> </ul>	Complete Complete Complete Complete Complete Complete Complete
<b>PROGRAMMING (TECHNICAL):</b> <ul style="list-style-type: none"> <li>All major mechanics, including drag and drop, interaction, pet stations, reputation, AI and physics systems</li> <li>Dynamic environment with lighting set up in engine</li> <li>Menu systems and bookending</li> <li>Camera setup</li> <li>Fix any issues which arise, tighten any mechanics which require</li> </ul>	Complete Complete Complete Complete Complete
<b>SOUND/ AUDIO:</b> <ul style="list-style-type: none"> <li>Menu system (Main Menu, Pause, Credits) (SFX and music)</li> <li>Environment/ Ambient theme for each of the 3 levels</li> <li>SFX audio (including props, characters and pets)</li> <li>Add any additional sounds or modify any in engine</li> </ul>	Complete Complete Complete Complete
<b>POLISH:</b> <ul style="list-style-type: none"> <li>Work on polish, iteration, bug fixing, UI and VFX</li> </ul>	Complete



<b>DOCUMENTATION:</b> <ul style="list-style-type: none"> <li>• Game Design Document and Art Bible</li> <li>• Any playtesting feedback and changes!</li> <li>• Research and mood boards/ concepts/ sketches</li> <li>• Ensure all is ready for <b>EGX</b>, including marketing, travel, etc</li> <li>• Pitch practice and final team meeting prior to EGX</li> <li>• Fill out and submit any remaining documentation</li> </ul>	Complete Complete Complete Complete Complete Complete
<b>MARKETING:</b> <ul style="list-style-type: none"> <li>• Discuss, design and create merchandise for EGX event</li> <li>• Use different methods in order to promote Milksof and H.N.T</li> </ul>	Complete WIP/ Complete

**Final EGX prototype and all work outlined to be complete by Monday 07th October 2019!**

Employee Name	Role on Project	Employee Name	Role on Project
Eli De Carteret	Team Leader/ Level Designer	Tom Bennett	Audio Designer
Alan Horton	Technical Designer	Diana Ulloa	Character Animator
Robyn Murphy	Environmental Artist		
Cat Wiltshire	Prop Artist		
Lee Stockton	Technical Artist		
Laura Flinders	Environmental Artist		

## Additional Guidance

### Progress Updates & Updating Your Plan

Your participation at the national showcase is dependent on you providing these updates and producing a playable demo for the public (along with attending the pitching event and being selected).

You may provide us with an updated plan during development to reflect any changes to the project, although we wouldn't expect these changes to significantly reduce the time spent on development, or to affect the overall goal of producing a playable demo for public display at EGX.

We understand the nature of prototype and demo development, so any reasonable changes will be accepted, but we do require that an up-to-date plan is maintained.

Additional context for any changes will be expected in your progress update video.

### High Level Feature List

For each calendar month, please list user-facing features that are currently expected to be developed within that period.

You do not need to include detailed feature information, and this is not intended to be an exhaustive task list. This table should simply resemble a bullet point list of descriptive feature headings that you can show progress on in your update video.

Broader development goals can also be listed to provide context, or where specific features have yet to be identified (generally for later in the project or where an agile development process is being used).

The development status of features can be expressed as a percentage, or in simple terms based on your development process (such as '1<sup>st</sup> Pass', '2<sup>nd</sup> Iteration', 'Feature Complete', 'Alpha', 'Beta', etc.)

You may also want to outline planning for Tranzfuser events or activities such as pitching event, national showcase or Tal Registry

### Employee and Contractor Information

Please list the employees and contractors involved in the work being carried out, this will help us understand the scale of your ongoing development.

Role information should indicate the general skillset of the individual (programming, design, art, audio, production, etc.).