The WZrDs – Project Plan

Game Summary

Grab your guitar and rock out some wicked spells as the titular Metal Wizard. Explore a dank dungeon teeming with metal album art inspired enemies, find new spells to unlock and learn, and face a totally gnarly boss if one feels cool enough to do it. Players can input various sequences of button presses to charge different spells for varying effects, which is displayed in-game as the Metal Wizard jamming out, so players feel like they are conjuring spells through the power of radical music. *Metal Wizard Adventures* is a top-down 2D single-player game that is controlled entirely by the Rock Band guitar controller.

Planning Statement

We are developing *Metal Wizard Adventures* for consoles and PC. We plan to market the game to Millennials aged 18-30 and Generation Z aged 10-14. We anticipate that these markets will appreciate the novelty of the guitar controller and have fun with a game which doesn't take itself too seriously, in order to relax after school or work. In a genre entirely saturated by twin-stick control styles, *Metal Wizard Adventures* is a unique experience which we think players won't be able to resist getting their hands on.

Development Plan

Pre-production: Concept Exploration

This is a mini-sprint which will last five days. During this time the team will internalize our prompt and its requirements and restrictions. We will brainstorm a multitude of concepts and then deliberate on them, eventually choosing a top three to present to stakeholders.

Sprint 1: Proof of Concept 3/25/19-3/31/19

This Sprint is the first week of development. It will consist firstly of the team deciding on the ultimate concept to pursue based on scope, resources and innovation. Once we have chosen our concept we will then begin development. *Metal Wizard Adventures* was chosen by a simple vote after a discussion about our top three remaining ideas. For Sprint 1, development entails delivering three sample art styles, a simple tech demo and basic documentation. By the end of the Sprint a presentation will be made to prove our concept and get the approval of stakeholders. The tech demo will show movement in the overworld, enemy interaction, combat, and ending combat back into the overworld.

Sprint 2: Core Mechanics 4/1/19-4/8/19
This Sprint spans the second week of development. It marks the beginning of serious development for *Metal Wizard Adventures*. During this Sprint the team will choose an art style for the game to move forward with. Then, art assets and simple animations will be made for the player character, the Wizard, an enemy and some spells. Movement controls using the guitar controller will be fleshed out, choosing between demos showcasing three potential methods of movement. Combat will be developed by the team as well; we'll be adding in more spells and allowing the enemies to do damage. More documents will be generated, like the Technical Document and the SWOT Analysis, and current ones will be iterated upon. Informal QA will also begin to find out how ergonomic controls feel and how fun the basic concept is.

Sprint 3: Features 4/9/19-4/14/19
This Sprint spans the third week of development. It marks the introduction of features to the game. Here, the team will implement overworld features like a targeting system, a level editor and a map design, assets for new enemies and basic sound effects on actions. All business- and design-related documents will be at least in their first drafts by the end of this Sprint, and existing ones will be polished further. The Art Document will be generated. Assets for different enemies will be generated. Updated iteration and sprint highlights will be presented to stakeholders.

Sprint 4: More Features 4/15/19-4/21/19
This Sprint spans the fourth week of development. It continues the addition of features to the game. Here, the team will implement a spellbook, the map, a multi-hitting slice spell, a shockwave spell and making different enemies attack the player in a variety of ways. Animations will continue to be developed for the Wizard and enemies, focusing on during combat. If possible, simple puzzles in the dungeon will be designed. Documents will continue to be polished, toward finalization. Formal QA will begin; it will be conducted to test fairness of enemies, level of intuitiveness in movement and level of challenge in the design of the dungeon. Updated iteration and results from QA will be presented to stakeholders.

Sprint 5: Finalization 4/22/19-4/28/19
This Sprint spans the fifth and final week of development. It marks the finalization of core features, and the potential inclusion of stretch goals into the game. Here, the team will prioritize and finalize the most important mechanics of gameplay, like polishing combat, implementing all necessary animations and assets, implementing the full map, and making necessary tweaks from QA feedback. Stretch goals include a polished spellbook, fleshed-out map, background music and sound effects, and a boss. Overworld and combat animations for the Wizard, enemies and spells will be in their final stages. All documents will be polished and completed. Formal QA will be conducted to see how generally complete the game feels, and to find last-minute bugs.

QA will also show the relative level of improvement of *Metal Wizard Adventures* since the beginning of development. Final product of *Metal Wizard Adventures* will be pitched in a formal presentation to stakeholders.

Staffing:

Our team is comprised of a Producer, one Lead Programmer, one Lead Artist and one Lead Designer. We are fully able to complete this project as we are and will not need to seek additional staff. Team members maintain frequent communication in person and constant communication over Discord. The Producer serves as a liaison between the team and stakeholders.

Budget: $100,000

See budget spreadsheet and Break-Even on Wiki