Task #1: Production Tracking

Scenario:
You have just been assigned to a newly created striketeam that is responsible for creating a character in a 2D fighting game. It's June 1st, and you are responsible for delivering this new character by September 1st.

a. *What production methodology would you implement with the team and why?*
b. *What are the key milestones/checkpoints for producing this character?*

Agile planning seems like the most ideal methodology for creating a new 2D playable character in a fighting game. Creating lists and planning for those action items are imperative not only for delivering a completed item, but also allows for the perception of flow through the process. Setting key milestones and sprints allows for members of the strike team to feel like a goal is attainable and easy to accomplish.

The first thing that would be necessary to do is to develop a timeline and create a series of tasks that would need to be prioritized by "Must Haves" and "Stretch Goals". Getting input from the point people from each discipline is extremely important. Once these items are broken up into general tasks it's super important to get input from everyone on estimating the amount each task will require. Once that is completed a schedule will need to be created following each discipline and where their tasks fall on the schedule. When creating the schedule, it's important to add enough cushion to account for potential hiccups, pitfalls, and potential risks. Ideally all the "Must have" items will be tasked out early on allowing for a bit more cushion for some of the risks or to attain potential stretch goals.

The next steps are crucial in maintaining and keeping a schedule. Using some form of tracking software, like Jira, to keep track of all the moving parts happening in this strike team is imperative. This will allow for a quick overview of all the pieces as they come together and will also help account for items that may fall into risk categories. One important aspect in team management is also allowing other members of the team to follow along with the overall progress. Visibility allows for all members of the team to feel "in the loop" and provide general information to everyone. This is one of the more important aspects that I often feel gets forgotten in development. In my personal experience with development at times, departments work in bubbles and rarely see what the other departments are doing. This can cause a lot of conflict within the team, so creating a scenario in which the notion of transparency and visibility across all disciplines assists in preventing those conflicts early on. The best way to mitigate this is by setting up key checkpoints and incorporating demos so all team members can see the strike team's collaboration at each stage.

Using a 2-week checkpoint planning system is the most ideal way to deliver a feature completed character within a 3 month time frame.

Key Milestones and Checkpoints

- Concept Completion and Character Overview: Due within the first week of the strike team's creation.
- Art/animation completion: This will need to be done in stages. First Art/Animation pass will need the basic functionality and any special move sets created early in the strike team's process.
- Data Planning and Initial Prototyping: This aspect will also occur in tandem with art and animation's first sprint deliverable. Once art and animation are complete the next phases of data will occur in a following sprint.
- Full design implementation: This will be broken up into multiple sprints and will be the bulk work of the team after art and animation are feature complete.
- Visual and Sound FX: Also done in tandem with design's full implementation.

- Ready for testing: Once all the key feature components are in the testing phases will begin. During the testing phase major issues like progress stoppers, blockers, and higher priority bugs will need to be addressed.
- Polish and Iteration: the Final phase of the entire strike team planning. Ideally, this time frame will occur within 4 weeks of the final delivery date. Any potential stretch goals with low impact to the overall functionality may be brought in at this time.

Week 1	Week 2-4	Week 4-6	Week 6-8	Week 8-10	Week 10-12
Concept: All disciplines					
	Art/Animation	Art/Animation	Final Art/Animation - Bug Cleanup		
	Design Prototyping	First initial design implementation	Full design implementation	Completed Design implementation	Design Wrap Up/ Bug Fixes
			First Visual and Sound FX Pass	Second Visual and SFX Pass	Visual and SFX Bug fixes
				Initial testing phase	Final testing phases