Software project description
Game template

# **How to use the document** *(for students)*

Copy this document and fill in required sections. Cooperate with your supervisor on the project description. Print the document and have it approved (signed) by your supervisor and one member of KSVI Project Board different from the supervisor (see the [Rules](https://docs.google.com/document/d/1uX8ZP5NDHpx9T_cId1uZhyBR21htudiFzVmXkHSsBw8/edit?usp=sharing)). Note that both persons might have objections to your description and might require you to adapt it a bit. Completed document (including signatures) should be in the end scanned and sent to the [KSVI Project Board](https://docs.google.com/document/d/1PsY5-6JFFqXjjbUD24gSTWDT-ciCvwS2eLwR4lf3rIY/edit?usp=sharing) <projekty@ksvi.mff.cuni.cz>; keep your copy while leaving the original with your supervisor. Note that if you are unable to find a member of KSVI Project Board to approve your project, you can send the scan without the final signature (do not misuse this).

# Name of the project

*Provide the name and shortcut of your software project.*

# Current status of your game project

*Provide high-level description of your game project, keep it brief. Limit: 1000 characters.*

**GAME PITCH**

*Provide a game pitch description for your project.*

**UNIQUE SELLING POINTS**

*Describe unique selling points of your game.*

**CURRENT STATUS**

*Provide description of current features / game mechanics / levels in the game; briefly!*

**GDD Link [Optional]**

*If you already have a GDD for the project, provide a link here*

**LANDING PAGE / BUILD [Optional]**

*If you already have a landing page with a build, or your build is accessible somewhere, provide a link here.*

# Target delta of your game project

*Provide a list of game features you will be targeting in this project, i.e., describe the “delta” progress you plan to do. Split it between “core == must-have features”, “important == should-have features” and “optional == nice-to-have features”. Number and name all features so they can be referenced easily.*

**CORE FEATURES**

*Core features are those you commit to deliver, these features should not be dropped. They determine the core gaming experience player will have and without them, it would not be the game you envision.*

C1 - …

**IMPORTANT FEATURES**

*Important features are those required by the logic of the game / its genre, these features should be there but could be, e.g., downscaled.*

I1 - …

**OPTIONAL FEATURES**

*Nice to have stuff, which would make the game better but are not part of core gaming experience for the player or are taking the game in breadth direction (e.g. more levels, items, character classes, etc.).*

O1 - …

# Milestones

*Provide a list of milestones and anticipated date of their completion. Note that these serve mainly for you to keep an eye on the status of your project. It is a good idea to check these milestones semi-regularly and update their expected date of completion based on current status and pace. If, for example, your milestone gets overdued, it is a bad sign you should reflect on with your supervisor and may be the time to cut down the scope of your project (this must be approved by your supervisor!). The text below is just an example you should adapt. Use the list of features from above and split it among milestones. Below is the example you can adapt however your want according to above logic.*

**Milestone 1 - Detailed specification - Deadline: End of project month 1**

We will mostly work on the game design of features, project planning and setting up common development environment.

**Milestone 2 - Prototype version - Deadline: End of project month 2**

Initial prototype covering the X, Y, Z features.

**Milestone 3 - Early vertical slice - Deadline: End of project month 4**

Early vertical slice where X, Y, Z core features will be exemplified.

**Milestone 4 - Vertical slice - Deadline: End of month 7**.

Full vertical slice that will be playable, showcasing A, B, C.

**Milestone 5 - Polish - Deadline: End of month 8**

The final project covering the most of features, already a game that can be played from the beginning till the end.

# The Team

*Enter the name and contact information of your supervisor as well as all team members.*

**Supervisor**

Full name:

Email:

**Students**

| **Full name** | **Field of study** | **Email** | **Signature** |
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**Main contact**

*Appoint a (student) team member who is the main contact of the team; fill in their full name.*

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# Approval

**Supervisor**:

Place:

Date:

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 SIGNATURE

**KSVI Project Board member:**

Place:

Date:

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 SIGNATURE