Jefferson Development Milestones

Rev. 1C, JDM, July 3, 1997.

THIS IS STILL A DRAFT.

Milestone		Duration	Delivery
M1: Integration Integrate major subsystems and demonstrate the "software toy."			April 24
M2: First Playable Demonstrate a representative piece of the gameplay			July 22
M3: Pre-Look-and-Feel Integration All technology for look-and-feel milestone.			
Look-and-Feel All game play and UI components, with real art. Iterate until fun.			
	Iteration 1		
	Iteration 2		
	Iteration 3		
Demo 1 Tested, fun, publically distributed demo.			

	Start Alpha		
	Start Beta		
	Final		
	Release	5 days	
Golden Master To market.			
	Start Beta		
	Final		
	Release	5 days	

Milestone Descriptions

M1: Integration

This milestone pre-dates this document. The documents of the time should either be incorporated or referenced here, together with post-mortem highlights.

Goals

- Major technical subsystem integration.
- Validate character routing and interaction UI
- Test the art pipelines
- First hands-on play test

M2: First Playable

Goals

- Provide the gaming experience, with challenge and failure states
- Demonstrate autonomous simulator in NPC's

and family idle state
- Demonstrate the "economic model"
- Upgrade graphics engine, character animation, and sprite animation sync.
- Installer and uninstaller
- Object editor tools suite ported to Windows (in its own framework)
- TBD: Demonstrate conversations and relationship matrix

Marketing Goals

- Use deliverable for "hands-on focus group" and structured playtesting
- Demonstrate "Five features" for Preliminary Fact Sheet
- System requirements partially determined (CPU, graphics, not RAM)

Deliverable Form

- Automated build of self-installing .exe w/ uninstaller
- Runs on either DirectX 3.0a or 5.0 beta (CONFIRM)
- Readme file (in install and on web) explaining installation, current capabilities, basic how-to-use notes.

Features and Simulation Objects

- Semi-autonomous family members (w/ "threshhold idle" scheme)
- Autonomous NPCs arrive as visitors
- Household funds, costs, and job with earnings
- Complete object containment and carrying.
- Each motive has two objects (w/o artwork) which service it
- Cascading motivation advertisement (get food, cook, eat)
- Broadcast environmental effect: alarm clock,

- stereo
- Sample house lot layout has curbside, sidewalk, walkway (w/o real artwork).
- Groceries (needs cooking and refrigeration)
- Snacks (no cooking)
- Refrigerator (add "Fridge o' Plenty")
- Job object
- Alarm clock (broadcasts)
- Microwave oven
- Coffee maker
- Stereo (add broadcast)
- Coffee beverage (mug)
- Couch (add Sleep interaction)
- Bathtub

Designs and Plans

- New artwork content flow
- "Full-screen" UI design
- Programming design for construction, decoration, and landscaping
- Plan for tighter integration of object tools and running game.

M3: Pre-Look-and-Feel

Goals

- Final UI system in place (windows, toolbars, scrolling, pause mode)
- First integration of new construction, decorate, and landscaping.
- Object system complete (as defined in task plan)
- Add-on objects complete and installable
- Family selection, creation, custom personalities functional, mockup UI
- Fully tunable
- Doors open/close/greet
- 3D Sound and additional laugh-track hooks

- Final object, art, and animation tools and pipeline
- Object version stamping, sensing

With Marketing

- Preliminary screen shots and promo video clips
- Functioning internal web site
- RAM requirements established

Simulation Objects

- Conversations
- Guitar (learning, styles)
- Others to be identified

Designs and Plans

- Look-and-feel final art and sound lists
- Digital authentication design

Look and Feel

Goals

- Complete the major portions of the game's UI, tune scrolling
- All artwork seen is final
- Final construction, decorating, and landscaping
- Game passes the fun test, or we know (and fix) what's needed
- Remaining development schedule can be locked.
- Deluxe sample homes

With Marketing

- Final screen shots
- Private previews
- Web-site internal deployment
- Our-hands-only demo w/ script

Simulation Objects

- Lawn trash for failure, kudos for success

Designs and Plans

- Demo 1 final art and sound lists
- Network version game design
- Test plan

Demo 1

Goals

- Provide addictive experience and leave them screaming for more
- Eliminate any remaining uncertainty in GM date
- Complete neighborhood screen with thumbnails
- Feng Shui
- Maxis.com hooked in
- Splash screens, credits, etc.
- Valid licenses or rights to all content
- Online help

Simulation Objects

- TBD

With Marketing

- Website go-live

Golden Master

Goals

- Paydirt
- Localization
- Manual, complete help

Simulation Objects

- TBD

Designs and Plans

- Add-on packs, sequels, network
- Next one

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