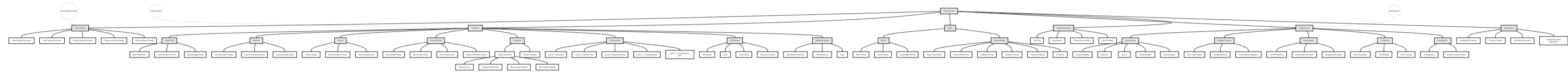


Prismatic_Peril_PBS_PFD

Product Breakdown Structure & Product Flow Diagram

Product Breakdown Structure



Notes on the Product Breakdown Structure

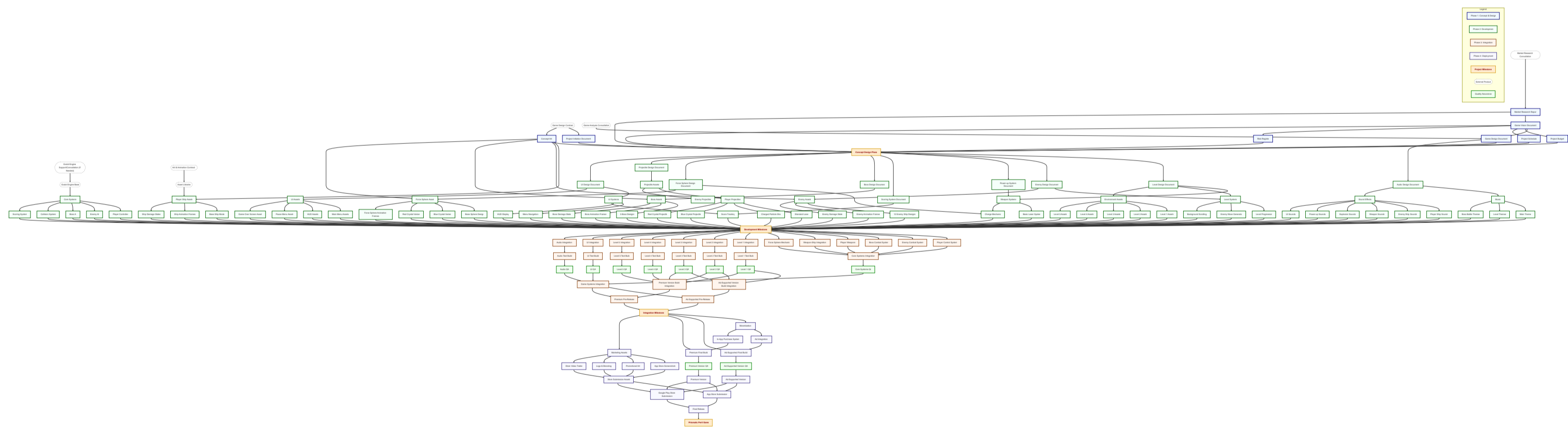
The Product Breakdown Structure (PBS) for Prismatic Peril is organized into six main product groups:

1. **Game Design** - Contains all design documentation that guides the development process
2. **Art Assets** - All visual elements of the game, organized by type
3. **Audio** - Music and sound effects for the game
4. **Programming** - All code-related products, organized by system
5. **Quality Assurance** - Testing and feedback products
6. **Deployment** - Final game versions and store submissions

The PBS follows the principles outlined in the learning materials:

- Uses product names rather than activities
- Organizes products hierarchically
- Includes all necessary components for the game

Product Flow Diagram



Notes on the Product Flow Diagram

The Product Flow Diagram (PFD) provides a comprehensive visualization of the Prismatic Peril development process. It illustrates a structured yet iterative workflow organized into four distinct phases. Phase 1, Concept & Design, initiates with external inputs like contracts and consultations, leading to the production of foundational documents such as the Market Research report, Game Vision Document, and detailed Game Design Documents, alongside project management artifacts like the Budget, Schedule, and Risk Register. This phase concludes with the Concept Design Phase milestone.

Phase 2 focuses on Development, where the detailed design documents guide the creation of all programming systems (Core, Weapon, Level, UI), art assets (Player Ship, Enemies, Bosses, Environments, UI, etc.), and audio content (Music, SFX), all based on the chosen Godot engine. This extensive creation period culminates in the Development Milestone, signifying the availability of core components.

Phase 3, Integration, involves combining these individual systems and assets into functional game components. This includes level-by-level integration, specific testing builds, and dedicated QA checks for core systems, UI, and audio. Separate integration paths are shown for the Ad-Supported and Premium versions, incorporating the relevant levels before converging at the Integration Milestone.

Finally, Phase 4 addresses Deployment. This phase incorporates the monetization systems (Ad Integration, potentially IAP logic if applicable later), performs final QA on the complete game builds for both versions, and prepares the necessary marketing assets (screenshots, trailers, branding). The process concludes with the submission of the finalized game versions to the respective app stores (Apple App Store, Google Play Store), leading to the Final Release, represented by the ultimate Prismatic Peril Game milestone.

The diagram employs several visual features to enhance clarity. Distinct styling is used for each phase, critical project milestones are highlighted, external products are clearly marked with dashed outlines, and quality assurance steps are indicated throughout the flow. The structure demonstrates the non-linear nature of game development, showing parallel work streams and how various components converge at key integration points, providing a clear overview of the project's progression and dependencies.