

Prismatic_Peril_Project_Plan.md

Version Information

Detail	Value
Project Name	Prismatic Peril
Date	April 2025
Author	Zaheer Cheng (Project Manager)
Approver	Board of Directors
Document Number	PP-001
Version	1.0

Plan Pre-requisites

Before we can really kick off this plan, a few things need to be locked down. First, we need the official sign-off on the key starting documents: the Project Brief and the Business Case that shows this project makes financial sense. We also need the go-ahead from the Board of Directors, confirming we have the necessary people on the team and the money in the budget.

The initial homework – the market research and checking out the competition – needs to be finished and reviewed, just to make sure we're heading in the right direction. Finally, we need to agree on the core technology we'll use, primarily settling on the Godot Engine, and make sure everyone knows who's doing what in the project management team.

External Dependencies

We know that some things affecting the project's success are outside our direct control. We need to keep an eye on these and have backup plans ready. Here's a quick look:

Dependency Area	Description / Potential Issue	Mitigation Strategy
Godot Engine	Stability issues, breaking changes in updates	Regular testing with updates, potential feature freeze
App Stores (iOS/Android)	Approval delays, policy changes	Early submission planning, adherence to guidelines, schedule contingency
Third-Party SDKs/APIs	Integration issues, instability, policy changes	Thorough vetting, modular integration, identify alternatives
Testing Hardware	Lack of access to diverse/current devices	Maintain internal device pool, utilize cloud testing services
Market Trends	Shift in player preference away from genre	Continuous market monitoring, maintain flexibility for feature adjustments

We'll need to continuously monitor these external factors. If platform policies change, the engine gets unstable, or the market shifts, we'll figure out the impact and tweak our plans as needed throughout the project.

Planning Assumptions

We've built this plan based on a few key assumptions. We're assuming the main team members assigned to Prismatic Peril will stick around for the whole 12-month project. We're counting on the current team having the right technical skills, especially with Godot and any other integrations we need. The plan also relies on getting the budgeted money and the necessary development gear and software when we need them.

A really important assumption is that the game's core features, as defined in the Project Brief, won't change drastically – we want to avoid major scope creep. Lastly, we're assuming that the third-party tools we depend on, like the Godot engine, any SDKs we use, and the iOS/Android platforms themselves, will work reliably as expected.

Budget

We'll track project costs using a detailed budget spreadsheet (Ref: PP-BUDGET-001), but here's the summary. Costs are in US dollars (\$) to match the Business Case and initial market data.

Seed-Mandated Initial Costs:

Category	Cost (\$)	Notes
Market Research	7,500	Pre-development validation (completed).
Initial Marketing Campaign	75,000	Pre-launch and launch activities (detailed in Marketing Plan).
Sub-total (Mandated)	82,500	Costs directly from Game Seed.

Estimated Development & Production Costs:

Category	Estimated Cost (\$)	Notes
Development Team	~400,000	Salaries/contractor fees for ~20 team members over 12 months.
Art & Audio	~60,000	Internal/external artists, composers, sound designers.
QA & Testing	~25,000	Internal QA staff, device lab access, potential external testing.
Infrastructure & Tools	~15,000	Development hardware/software, servers, analytics, licenses.
Sub-total (Estimated)	~500,000	Requires detailed breakdown and validation.

Total Estimated Initial Investment: \$82,500 (Mandated) + ~\$500,000 (Estimated Dev) = **~\$582,500**

Just a heads-up: This initial investment figure needs to be finalized once we have detailed resource planning done. We should also add a buffer (maybe 10-15%) to the final development cost estimate for unexpected things. Costs for running the game after launch (servers, support, the second marketing campaign) are budgeted separately and detailed back in the Business Case.

Tolerances

To help us manage the project without getting bogged down in tiny details, we've set some specific limits or 'tolerances'. If things go beyond these limits, it triggers an escalation to get more attention.

Tolerance Type	Project Level Tolerance	Stage Level Tolerance	Notes
Time	± 4 weeks	± 1 week	Deviation beyond this triggers an Exception Report.
Cost	+10% / -5% of final budget	+5% / -5% of stage budget	Cost managed via agreed contingency. Overspend requires approval.
Scope	Core features fixed.	Minor adjustments to non-core features	Deferral/addition requires Change Request & impact assessment.
Quality	No critical bugs at launch. 95% pass rate for major features.	All stage deliverables meet defined criteria.	Quality metrics tracked via testing reports.
Risk	No realization of High-Impact risks without approved response plan.	Escalation of any new High probability/impact risks.	Risk Register maintained and reviewed regularly.
Benefits	Achieve significant positive ROI within 1-2 years post-launch.	N/A	Aligns with Business Case projections. Benefit realization tracked post-launch.

Schedule

High-Level Phases:

The whole development process should take about 12 months, starting April 1st, 2025, with the goal of launching by March 31st, 2026.

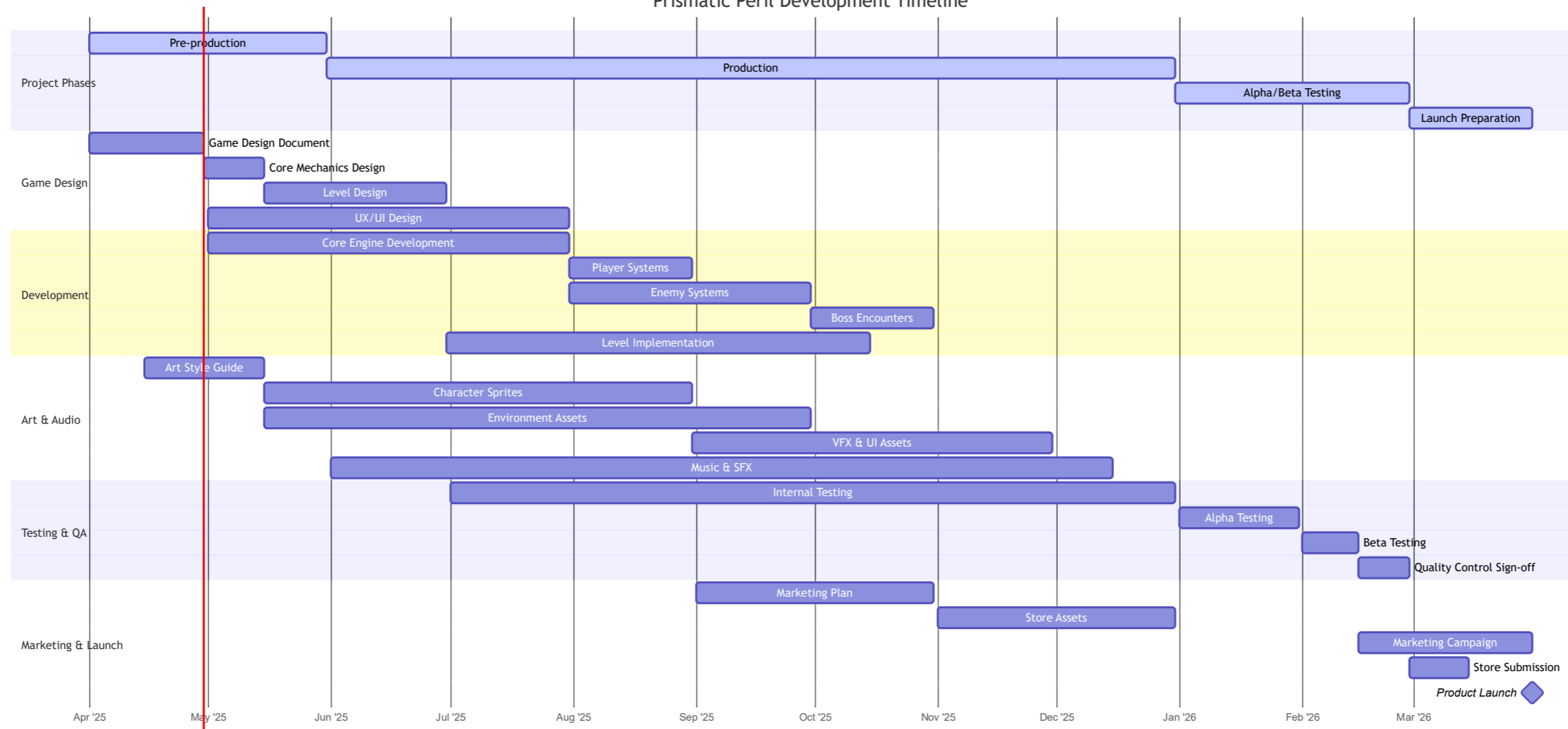
Phase	Duration	Start	End	Key Deliverables
Pre-production	2 months	2025-04-01	2025-05-31	GDD, Tech Spec, Art Style Guide, Prototypes
Production	7 months	2025-06-01	2025-12-31	Core Gameplay Loop, Levels 1-3, Art/Audio Assets, Alpha Build
Alpha/Beta Testing	2 months	2026-01-01	2026-02-28	Levels 4-5, Feature Complete, Bug Fixing, Beta Build
Launch Preparation	1 month	2026-03-01	2026-03-31	Polishing, Store Submission, Marketing Push, Gold Master

Key Milestones:

These are the really important checkpoints along the way.

Milestone	Target Date
Project Kick-off	2025-04-01
GDD Approved	2025-04-30
Playable Prototype	2025-05-31
Vertical Slice Complete	2025-07-31
Alpha Build Ready	2025-12-31
Beta Build Ready	2026-02-15
Gold Master Candidate	2026-03-15
Product Launch	2026-03-31

Prismatic Peril Development Timeline



What we're building is a retro-styled arcade mobile game for iOS and Android. It'll have unique 'Force Sphere' mechanics mixed with classic shoot 'em up gameplay. The main goal is to create a game that sells well, establishes a new IP for us, and hits the **high ROI targets** we outlined in the Business Case.

For all the nitty-gritty details, check out the full Project Product Description document (Ref: PID-PPD-001).

Product Breakdown Structure PBS (Summary)

Basically, what we'll deliver breaks down into the main game itself, any backend server stuff needed, marketing materials, and all the project paperwork. The game client itself is made up of engine parts, gameplay code, art and sound, the user interface, and the level content.

The full, detailed breakdown is in the Product Breakdown Structure document (Ref: PID-PBS-001).

Product Flow Diagram (Summary)

We'll be developing iteratively. We start with pre-production (figuring out the specs, making prototypes), then move into production sprints (building the core game, adding content), followed by Alpha and Beta testing (putting it all together, fixing bugs, polishing), and finally, getting ready for launch (final checks, submitting to stores, marketing).

See the detailed Product Flow Diagram (Ref: PID-PFD-001) for how everything connects and the order of work.

Approval

Role	Name	Signature/Date
Project Manager	Zaheer Cheng	
Executive	[Name of Executive]	
Senior User	[Name of Sr. User]	
Senior Supplier	[Name of Sr. Supp.]	