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**APOLLO Design Plan 1.0**

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| Version | Revisions | By Whom | Date |
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# Goals:

* The Vertical Slice Plan Document represents the preproduction design goals and the level of polish each feature is expected to receive.
  + [Apollo Vertical Slice Plan v1.1](../Design/Apollo%20Vertical%20Slice%20Plan%20V1.1.docx)

# Implementation Plans:

* The detailed design for each feature, including the planned implementation, is linked from the header of that feature within the Vertical Slice Plan Document.
  + [Apollo Vertical Slice Plan v1.1](../Design/Apollo%20Vertical%20Slice%20Plan%20V1.1.docx)

# Risk Mitigation Plans:

* The master Risk Mitigation Plan Document includes the risks and mitigation plans for design.
  + [Apollo Risk Assessment](../Production/Apollo%20PPM3%20Risk%20Assessment.docx)

# Requirements to Enter Production:

**Tools and Pipelines:**

* Design will need a fully functional tool for authoring combat that enables rapid iteration and provides a clear and intuitive visual interface for scripting the relationships between combat moves.
  + Status Update 9.11.09: We have evaluated Snowblind’s visual combat scripting tool and determined that the game engineer currently assigned to combat can modify it to work with Apollo during the pre production phase. After the pre production phase, we can either try to maintain the modified Snowblind tool, or task the tools engineers with implementing a similar interface that leverages our existing foundations and is more sustainable long term.
* Fully functional new scripting system ready for primetime.
  + Status Update 9.11.09: Design is working on outlining how we would like the new scripting system to work. The focus of this work is to figure out how quests work, sample scripts are being created for each type of quest we plan to have in the game. These examples should help engineering with the needed functions, how design will use it and a set of best practices for the designers to use with the new system.
* Identifying tasks design does over and over and making tools to assist
  + Possible tools
    - Quest tool, similar to *Neverwinter Nights* or *City of Heroes*.

**Production Details:**

* We are currently working to hire a Senior Combat Designer to help build and maintain the combat systems and workflows.
* We will need rough estimates for how long it will take to design/script quests, dungeons, ambient crimes, etc… this will lead us to our numbers for how many designers we need to hire for production. As these systems come online, we will be evaluating the time and resources required to implement this content.
* We will need to have hired any necessary designers based on the estimates above early enough for them to get up to speed to contribute the man hours estimated to complete the game. This is estimated at 30-60 days before entering Production.

**Core Experience Details:**

## *Game Vision*

You are Batman. You will experience the freedom to explore the neighborhoods of Gotham City, and choose what kind of hero you want to be. You will solve mysteries and fight criminals, using a strategy that works for you. You will “play Batman your way.” Take on enemies using your advanced martial arts skills, an array of high tech gadgets, or use the shadows and stealth to take them out one by one, while striking fear in their criminal hearts.

## *Vertical Slice Vision*

The Vertical Slice will give you a “snapshot” of the skills and variety you will experience in the full game. You have the choice to play quests in any order, using Batman’s skills in any combination you want. You will investigate crime scenes, fight criminals, interrogate suspects, and chase enemies with the Tumbler. As Batman, you will play at your pace, with your choice of tools and style.