Report Summary:
Production Readiness Review

Overview

This report is intended for teams who either do not have the resources internally to plan the production of their game, or for those who have undertaken planning but would value a review of those plans.

This report is designed to be useful for internal use, but also to be suitable to present to external stakeholders.

About Fundamentally Games

Fundamentally Games works with developers and investors to help make better and more successful games. We assist with access to finance, production, marketing, live ops, game design and monetisation. For more information please visit http://fundamentallygames.com.

What the Report Includes

We will cover the following areas of your project:
- Game & monetisation design
- Technical plan
- Resource Plan
- Budget
- Schedule & Milestone Plan
- Live Ops Plan
- Production Process & Tools

We also have various optional extras that we can include.

We can also cover the following through producing further reports in conjunction with this report:
- Market Readiness Review
- Production Readiness Review
- Investor Readiness Review
- Game Design Review
- Live Ops Readiness Review
- Custom Reports

Please visit our website for more details of these reports or contact us for custom report requests.

Cost & Time

This report costs £2400 + vat (not including any optional extras).

Please note that for reports where we are asked to provide plans, rather than review existing plans, we require a detailed game design document from which to work. If you require support with developing the game design or the game design documentation itself, please get in touch.

We offer a discretionary 'indie' discount, please get in touch.

Turnaround time is usually 2 weeks, subject to availability of the client and start date.

Next Steps

To find our more, please visit www.fundamentallygames.com.

If you would like to discuss a report, please contact Ella Romanos and Oscar Clark at info@fundamentallygames.com.

Breakdown

Game & monetisation design

We will review your game and monetisation design in terms of it being ready for production.

Example questions we will ask

- Is there enough detail in your game design to make it ready for production?
- Is it concise enough to make it easy to digest for the production team?
- Is the game design written in a way that allows for iteration and refining as the project progresses?
- Do you have a clear vision, but the ability to iterate and build on that as you progress?
- Have you considered how you are going to market this game?
- Are there any considerations that need taking into account with regards to your route to market?
- Have you prioritised features and been realistic about what you can and cannot launch without?
- What are the high-risk areas? Do you have ways to mitigate that risk?

Technical Plan

We will review your high level technical plan, in terms of what third party technologies you intend to use and how you intend to use them and what you intend to develop yourselves.

Example questions we will ask

- Are you using appropriate third-party technologies, in terms of providing what you need, and price?
- Where you aren't using third party technology, should you be?
- Are there any particular risks, limitations, or areas to consider, with the technologies you are choosing?
- Have you thought about all aspects of the project, and the technology you will need?

Resource Plan

We will review the size, roles and experience levels of the team you plan to use, and along with the budget and schedule we will advise if you have the correct resource to meet your goals, and where we believe there may be risks, or changes required.

Example questions we will ask

- Do you have the right mix of roles for the specific project?
- Are there enough, and the right, experienced people in the team?
- Do you have the right HR processes in place?
- Aside from production, have you considered the other roles you will need, before and after launch?

Live Ops Plan

Almost all games now have some form of live operations, as most games are now 'games as a service'. We will look at all areas of your project to review whether you will be building your game to support the live operations you will need.

Example questions we will ask

- Have you planned for being able to create events and promotions?
- Have you planned how you are going to create a pipeline for new content and features?
- Have you got the right resource to support the game?
- Have you considered analytics?

Production Process & Tools

Once we understand what you plan to make, we will look at the process you intend to use to oversee production, and also the process you intend to use for any stakeholders.

Example questions we will ask

- What tools are you planning to use?
- How do developers report on progress?
- How do you review builds?
- What is the sign off process?
- What is your change control process?
- What is your work pipeline and how do you manage it?
- How do you ensure transparency to all stakeholders?
- How do you ensure you identify risks early and put plans in place to mitigate them?
- Are you using agile, or something else?

Schedule & Milestone Plan

We will review your schedule to identify whether the proposed timings seem realistic for the project. We will also review your milestone plan to consider whether you have the optimal milestones, and what each milestone is intended to achieve.

Example questions we will ask

- Do you have enough time to deliver this project?
- Are you going to be able to play the game soon enough to have time to iterate?
- Should you have different milestones? Or more milestones?
- Where do you do user testing? Have you accounted for that in your schedule?
- Are you developing the right features first?

Budget

We will review your budget in relation to all of the previous sections, to identify whether your budget is likely correct for what you are trying to achieve.

Example questions we will ask

- Looking at how risky the project is, does the budget buffer?
- Where may find the budget is not big enough?
  Where may you have overestimated how much budget you need?
- What runway do you have?
- Have you taken into account how you will support the game post release?
- Are there any costs you have missed?

Optional Extras

The aim of this report is to look at the key documentation that need to be production ready. However, we only look at the high level, and therefore we can optionally also look at the more granular detail on request. This will affect the price of the report. Examples of areas we can optionally cover:
- Task lists & asset lists
- Critical path & dependencies
- Team members
- Detailed technical plan
- Use of production tools