

Auszüge und Conclusio aus der Due Diligence zum Projekt Söldner 2

Project Status – Soldner 2 is approximately 3-4 months behind schedule from a conservative estimate as it is outlined in the contract. The July 15th, 2007 milestone that was delivered as a pre-alpha build of the game was barely functional and was missing basic features such as first person view, a user interface or in the case of a multi-player game; any sort of multi player connectivity. A superficial evaluation of the code determined it to be clean, well structured and modular.

[...]

Alpha – October 2007 - Represents the earliest possible date that an alpha worthy build of the game could be expected. Should this build not meet the expected content and standard that JWD is expecting it is highly unlikely that the game will improve to the point where it will meet level of desired quality or content.

[...]

Beta - December 2007 – Following the delivery of the Alpha milestone gEasy will have 2 months to implement the rest of the content and deliver a follow functional build of the game.

[...]

Recommendation – gEasy has the best intentions to finish the title within budget and as soon as possible. It is, however, highly unlikely that they will be able to accomplish this task given their lack of experience and the scope of the project. Given this reality, JWD / DCI has two options moving forward. The first option is to cancel the project completely. The second is to admit that the project will slip indefinitely, undoubtedly requiring additional funding and yet still be a budget title with few, if any defining unique features once it is released. If the second alternative is the decision that is reached; it would be in the best interest to evaluate the possibility of additional funding to be spent on outsourcing tasks that fall beyond the capabilities of the developer including as going as far as having other developers take over the management the title with gEasy functioning as support staff.

However, it is the position of our Production team that this product should be cancelled or the expectations for the project raised and additional funding and resources providing, including reorganizing the development team structure if not replacing the development team altogether.