

Mechanics	Aesthetic	Tech	Plot
<ul style="list-style-type: none"> <li>● 2D</li> <li>● 3D</li> <li>● Real-time play (ACTION!)</li> <li>● Platform (2d/3d)</li> <li>● First person</li> <li>● 3rd person</li> <li>●</li> </ul>	<ul style="list-style-type: none"> <li>● 2D</li> <li>● 3D</li> <li>●</li> </ul>	<ul style="list-style-type: none"> <li>● Oculus</li> <li>● Path</li> </ul>	<ul style="list-style-type: none"> <li>●</li> </ul>

#### Game Design -

- Setting
  - Cliffs, Woods Ethereal Surroundings
- Visual Style
- dark but cute(but not too cute)
- lots of shiny particles
- 3D graphics with lots of particles
- Semi 2D platform level layout
- Story
  - Our story will be loosely based on our game mechanics and style, we will be taking time over the next few weeks to make it more concrete
  - The current story will be
    - Unity chan (a japanese high school student of course) finds an artifact (power sword) in ruins after falling down a hole on the way to school She then becomes a magical girl. And is sworn to save the day from the demon king and his minions which are trying to build a machine that lets them interact with the real world. Their world is among our world but unreachable by humans. Totally not a spirit world or anything cheesy like that. She must save the princess of lightness from the dungeon of the demon king. He has imprisoned her and is using her magic to fuel his evil machines.
- Goals
  - Collect fragments of royal light magic
  - Destroy enemies who use dark magic
  - Find ways through levels using different sword power up mechanics to get to the demon king
  - Save the princess, save the world
- Mechanics
  - 2D Platform style

- Jumping (wall jump, double jump)
- Sword slash
- Health by certain number of hits from bad guys
- Sword powers
  - opening light portals (which were closed when the demon king took the princess)
  - destroying/using gravity distortions
  - flight/hover
  - light blast (shoot stuff)
  - sword of all darkness
    - causes enemies to appear around you randomly
    - Only sword that can destroy demon king and badass enemies
- Levels will have multiple endings, some only reachable using certain swords
- Gravity distortions which are destroyable
- Enemies which avoid things that can kill them
- Target audience
  - People who like puzzle solving, adventure, and action.
- What is unique?
  - Multiple endings
  - Destroyable gravity distortions
  - Switching between worlds to solve puzzles
  - AI learning enemies?
  - Procedural level generation? It's a stretch (goal)?
- How will we incorporate the skills learned in class?
  - We will have groups of pickups and bad guys that move in a swarming manner
  - The player's acquired swords will float behind the player without hitting the environment or the player
  - We could use learning by having enemies that get smarter throughout the game based on encounters with the player. By smarter I mean that they learn when to dodge, duck, or strike the player.
- What are the challenging risky parts?
  - Gravity orbs
  - Animations and characters
  - Making good looking levels
  - Developing the story to be a real story
- Who will do what?
  - Alan
    - Design
    - modelling
    - animation
    - Animation related scripting
  - Joe
    - Software design

- Programming
  - Level design
- Matt
  - Software design
  - Programming
  - character design
  - level design
  - modelling/animation?

## Schedule

- Week 1 - 9/13 - 9/19
  - Design game
  - Make power point
- Week 2 - 9/20 - 9/26
  - Present powerpoint
  - Matt and Joe
    - Simple cube based level with cube character jumping on cubes
    - Grav orb to cube prototype
    - Add character with simple animations to cube prototype
    - Find assets?
  - Alan
    - Rig character with unity base skeleton
  - Matt and Alan
    - Sketch ideas for first levels
    - Sketch ideas for first monsters
  - Story development
- Week 3 - 9/27 - 10/3
  - Level Design & Implementation 1
    - Use placeholder monsters asset store
  - Add weapon holding to game.
  - Implement one or two weapon powers
  - Story development
- Week 4 - 10/4 - 10/10
  - Level Design & Implementation 2
  - Monster Locations
  - Monster AI
  - Story development - Finalization
- Week 5 - 10/11 - 10/17
  - Characters
  - Level Design & Implementation 3
- Week 6 - 10/18 - 10/24
  - Characters
  - Level Design & Implementation 4 - should have all levels done
- Week 7 - 10/25 - 10/31

- Finalized all core components
- Week 8 - 11/1 - 11/7
  - Restart and decide to make flappy bird ripoff
  - Test out cool stuff
  - Bugs and beautification
- Week 9 - 11/8 - 11/14
  - Bugs and beautification
- Week 10 - 11/15 - 11/21
  - Bugs and beautification
- Week 11 - 11/22 - 11/28
  - Bugs and beautification
- Week 12 - 11/29 - 12/5
  - Bugs and beautification
- Week 13 - 12/6 - 12/10
  - Dancing

Final Countdown (Do do do doooo)

- Joe - Add pathfinding (navmesh)
- Joe - Make boss have more hp
- Matt - Make skelly work (use existing script + more)
  - Combat Manager
    - Collision detection & handling
      - Tags (Weapon)
      - Animator
        - Tag: Attack, Damage, Death
  - Stat Manager
    - Hp stats etc.
- Joe - Make gravity do damage
- Joe - Add transition effects to level transition (screen to fade to black/white & fade back)
- Matt - Make gravity/anti-gravity change sword
- Matt - Make orb killing sword
- Alan - Add rest of the levels (transitions, environment etc.)
- Alan - Add ui to rest of scenes

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Additional tasks:

- fix error
- fix warnings