The main priorities for the game to function at the bare minimum, is the character and enemy models, the toolbox mechanics such as projectiles and tool selection, health bar mechanics for both the player and enemy, level selection, etc.

These mechanics must interact with each other appropriately and without any issues or bugs. For example, when the players select a specific tool, the tool is to be selected and used next. Similarity, when the player character or enemy is hit with an attack, their health points must decrease accordingly.

Some lesser priorities that will not massively impact the game overall includes items such as an options menu ( possibly to change resolution, graphics, Fullscreen/windowed mode, etc.), increased number of levels, improved graphical details, increased amount of collectables and/or achievements, Easter eggs, etc.

However, with the inexperience in game development within our group, the bare minimum is most likely the going to include majority of the main priorities and a very small amount of the lower items on the priority list.

The 20 levels that is the goal for the game may not be able to be accomplished within the timeframe, similarly lower-priorities such as collectables, achievements and Easter eggs will most likely be impossible to implement due to having their own respective method to implement as oppose to the creation and implementation of characters, enemies, and levels.

As a result, the game will most likely only include a few levels as a majority of the time will be invested in improving the group’s development skills.