**Vertical Slice of the Base Systems**

Purpose of the vertical slice – The purpose of the vertical slice is to get a **very** basic version of the game working with all the mechanics, which are going to be unpolished with gaps in it. As long as the game works, it is the first vertical slice.

Things to keep in mind –

1. Since we are not polishing and leaving gaps in the systems, it is very important to note down what the gaps are so in the second vertical polishing stage I can come back and re-iterate to fix all the systems.
2. Don’t strive for perfectionism
3. There will be **no** story aspect in this first stage of development but there will be some modelling to help find what type of asthetic style and world style we are trying to go for, and since this is pre-development stage we are just going to get an idea.

The expected result of the first vertical slice – Is a very small demo, almost like the tutorial scene with examples of the level design incorporated w/ optimisation techniques, you can move around the scene, you should be able to attack and interact with the world in a rudimentary way like needed – the base player movement should feel atleast a bit solid. There should be good NPC interaction with a slight bit of behaviour control modularity and the story progression system should be worked on by now.

* Demo like scene (small world) fully designed
  + Design a level that can showcase the different abilities and features
  + Include lighting, GPU Instancing, Proper Terrain, Trees
  + Optimisation/LODS and the regional system
* Player Systems **{Base Player Functionality}**
  + Solid movement
  + Aiming and Shooting Systems **(Bow and arrow futuristic)**
  + Ledge Climbing and Ladder Climbing systems
* NPC Systems **{REFER TO Base NPC Functionality}**
  + Behaviour Editor
  + Friend NPC Kind of working
  + Dialogue systems in place (non-distractive)
* Story
  + Story progression systems in base level
* Optimisation
  + Good graphical and code optimisation
  + Regioning System complete
* Environment
  + Day/Night cycles / Clouds
  + Particle effects
* Player World Relations

Really spice up the visuals of this part of the game so that you can show your friends and ask them how it looks

**Do Stage 1 and 2 of the Main Game Plan except throw it into a small scene**