Death trap: to do list

# Art

Character sprites – Currently 4 individual positions, floating is fine. Walking would be a bonus, or particle effects under floating would be wicked

Menu and UI – Replace evans shit menu icons, inventory panel, item info panel, dialogue textbox and dialogue text.

Tilemap – the current tile map was a rush job. Gaps in the grid, walls look flat. Could do with being more fleshed out, top of walls looking more 3D seeing the space between the rooms. Ask for clarification if need be.

Furniture – currently all furniture was sourced. For now it is fine, but feel free to completely redesign rooms. This is an old womans house, populate it however you imagine. Hidden rooms, basement and bunker need stuff (read stories, use your imagination). Stairs are shite.

Background – This is not wholly important, we are going to experiment with a camera system that may cut some of the background out. That being said, the sides of walls look empty. Not sure what to do here. Might be best to wait until the new camera system is working.

Intro and outro sequence – specifics will be outlined further below. An animated intro and outro for the game. One intro that will introduce some of the story as well as have death travelling to the house. Two outro sequences for win and lose.

Animations – animations for stuff being interacted with would be cool, stuff opening and closing, various little details for player feedback

Display characters – during dialogue sequences we will be trying to work in characters popping up when they are talking. We will need art for this when it is working

# Programming

Display characters – display characters at specific points of the text to visually show who is talking

Inventory system – clean up the fucking switch case of doom

Display dialogue – possible rework to draw all dialogue from a single location rather than the objects themselves, also work in yes or no options

Mini games – add some mini games around for fun

Camera – rework camera script to change position from tracking to static to each room.

Lerping – may change lerping, will consider.

Saving – add a way to save current progress (due to longer gameplay time) and store completion rate

# Addition

Create other 3 levels with variations in placement, final hiding location and room contents.

# Intro and outro

Intro:

Death in the underworld assessing a list of crossed out names. The names aren’t clear, Death crosses one out, then puts the scroll away. The area begins to warp as he transports himself from the underworld to a country house. He approaches the door, a note is stuck to the front, he grabs the note. (Display introductory text here and pause? The animation).

He appears to smile, as the note burns up in his hand. The door opens and death walks through. Black. Begin game.

Outro – win:

The screen goes black, Death walks into view. The old lady appears to be pulled into view from the darkness, floating by some invisible force. Death reaches his scythe forward, her body begins to convulse as her spirit is slowly ripped from her body. Her body shrinks as this happens. She drops to the floor. Everything warps as death takes the old womans soul back to the underworld.

Outro – lose:

The screen goes black, Death walks into view. Runes begin to appear around death as a larger rune appears beneath him. A cage drops down. He touches the sides and is repelled by a force. Fade to black. Fade in the old woman sitting soundly in her living room, smiling as she reads. End.