Work Breakdown Structure

Revenge Odyssey

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**Session 2022** - **2026**

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# 1. Map Design

**1.1 School Environment**

### 1.1.1 Layout

* + Three floors: Ground, First, and Second.
  + Rooftop accessible at the end of the game.
  + Backyard for fights and hidden items.

### 1.1.2 Locations

* + Classrooms.
  + Science Lab.
  + Principal's Office.
  + Lockers and corridors for puzzles and hidden items.
  + Rooftop for final evidence submission.

### 1.1.3 Aesthetic

* + Realistic school-themed textures and lighting.
  + Interactive objects like desks, lockers, and doors.

## 1.2 Map Features

* Hidden keys and evidence scattered on each floor.
* Designated areas for team tasks (e.g., specific classrooms or lockers).
* Timer displayed on the map UI for break time gameplay.

# 2. Players

## 2.1 Types

**The Agilest** (Victims):

* + Two or more players.
  + Mission: Collect evidence, keys, and reach the rooftop.

**The Brutes** (Bullies):

* + One or two players.
  + Mission: Stop Agilest from completing their tasks.

## 2.2 Roles

* The Agilest: Task-focused, strategic.
* The Brutes: Saboteurs and attackers.

# 3. Their Mechanics

## 3.1 The Agilest

### 3.1.1 Abilities

* + Collect notes, recordings, keys, and hints.
  + Use a superpower to pass a fake shadow (one-time use) to distract Bullies.
  + Enable alarms to access areas without fighting (disables fighting temporarily).

### 3.1.2 Interactions

* + Open locked doors using evidence by giving it to a teacher.
  + Progress Tracker: Monitor assigned tasks and completed tasks.
  + Health Bar: Decreases during fights, non-replenishable.
  + Use chat to communicate with teammates.

## 3.2 The Brutes

### 3.2.1 Abilities

* + Collect tips or money to close specific doors via teacher.
  + Move desks or objects to slow agilest progress.
  + Engage in fights in designated areas to trap victims in loops (closed rooms).

### 3.2.2 Interactions

* + Enable alarms to stop agilest from fighting and force them to run.
  + Monitor progress of agilest using visual cues.

## 3.3 Common Mechanics

### 3.3.1 Movement

* + Third-person controller for navigating the school environment.

### 3.3.2 Health Bar

* + Visible to all players; reduces during fights or tasks involving hazards.

### 3.3.3 Score Tracker

* + Individual contribution to team progress determines final score.

# 4. Hurdles

## 4.1 Puzzles

* Hidden items in lockers require solving puzzles to access.
* Tasks vary in difficulty across floors.

## 4.2 Environmental Challenges

* Locked doors needing evidence or tips to open.
* Time constraints for completing tasks within break time.

## 4.3 Opposition

* Brutes sabotaging agilest by:
  + Closing doors.
  + Setting traps.
  + Moving obstacles.
* Fighting reduces health and can trap players.

# 5. Mission

## 5.1 The Agilest

* Collect evidence, notes, recordings, and keys.
* Unlock doors to progress through floors.
* Submit all evidence on the rooftop to win.

## 5.2 The Brutes

* Prevent agilest from completing their mission by:
  + Blocking paths.
  + Fighting to trap players.
  + Closing key doors.

# 6. Cut Scene

## 6.1 Introduction

* Backstory showing how Agilest were bullied by Brutes.
* Sets the stage for revenge and the game mission.

## 6.2 Ending

* Dynamic cut scene based on the winning team:
  + If Agilest win: Show victory with bullies exposed and punished.
  + If Brutes win: Highlight Agilest failure and Brutes dominance.

# 7. Additional Elements

## 7.1 Version Control System

* Use Unity's Version Control System for collaborative development.

## 7.2 User Interface (UI)

* Timer for break time gameplay.
* Health bars and progress tracker visible on screen.
* Chat system for team communication.

## 7.3 Scoring System

* Points awarded based on task completion and contribution.

# 8. Third-Person Controller

* Players control their characters from a third-person perspective.
* Smooth navigation through the school environment.
* Interaction prompts for tasks like solving puzzles, collecting items, and fighting.