Schedule For Untitled Kitchen Game

Milestone 1 – February 10

Rope

The rope is a physical object that is the players main way of interacting with the world. The player controls two ends of a rope and will use it to collect physical objects in the game space and use it to maneuver around the level. Each end of the rope is controlled by a different joystick so the player must coordinate their movement to be able to collect things successfully. The rope it the main pillar of our game and so it is necessary to have a working model that we can refine so it must be done first.

1. The rope does not break

2. Can take a controllers input

3. It cannot leave the camera, or the camera will follow the object (Some system for boundaries or following camera)

Interactions With Other Features:

1. They collide with physics objects

2. The rope does not break and can move physics objects collected within the rope

3. cannot leave predetermined confines of a level (some method of boundaries)

Order system

The order system is what generates and displays orders or what items need to be delivered to customers as well as controls the items stats like when certain objects are spawned and where. The order system is fundamental to the games logic in creating a level as well as managing the objects in the game. It is pivotal that it is implemented properly early on.

1. Excel spreadsheet importer to update objects based on an excel spreadsheet

2. Orders are generated from objects listed in the spreadsheet with modular global limit

3. Orders are displayed as images to the player and are generated from the spreadsheet

4. Spawner is able to spawn certain items depending on certain qualifiers.

Interactions With Other Features:

1. Items are generated with their stats linked to the excel spreadsheet and can be modified as such

2. items can be detected when delivered to where the order is displayed and remove what item was delivered from the order

Milestone 2 - April 7

Scoring/Pacing System

A system that monitors when items are delivered and rewards the player a certain amount of points dependant on how efficient they were time wise and how many correct items were deposited within the time frame. The pacing of the game is something that requires playtesting and since we have opportunities to get feedback in the course developing this alongside the playtests will offer good direction for the scoring and pacing of the levels.

1. Score for each item and speed calculated via spreadsheet to run simulations

2. Has certain combos that reward a higher score

3. Has text displayed to the player on their current score and what actions gave them said score

4. Player can lose lives when submitting the wrong order and can regain them after gaining a number of points.

Interactions With Other Features:

1. The score is based off of items score and the length of time for when an order was declared and submitted.
2. Rewards more points depending on how long the game has lasted.

Two-stage items

Certain items will have two stages that are modified through certain terminals that change progress their stage. Customers will only ask for the final stage of items. An example would be cooked meat, the player gets raw meat and then must first cook it before they deliver it. Two-stage Item functionality is mostly an expansion of the standard items made with the order system and can be used to fill gaps that playtesting would reveal. Three different items that require different actions before depositing (dirty dishes)

1. Items action is confined to another terminal in the level (dishwasher)

2. models for the items and their terminals

3. Two stage items can be generated either separately or with the standard items

Interactions With Other Features:

1. Object properties (except model) can be altered and updated with the order system

2. It can ignore the deposit box until the item is in its second stage (brought to terminal)

3. The items are moved by the rope

4. First stage is ignored by the order pop ups

5. Scores are different for each stage of the item

Week	1	2	3	4	5	6	7
Class	08-Jan	13-Jan	20-Jan	27-Jan	03-Feb	10-Feb	17-Feb
Design Practice			**Assignment 1: Project Charter**			**Assignment 2:Milestone report**	
			As a player I want to collect objects with a rope to be able to deposit the items into the collection bin	As a player I want to pass through the rope as to not be inhibited by its position	As a player, I want the physics of the rope and objects to feel realistic yet manageable so that I can overcome challenges with practice.	As a player, I want the rope's movement to feel dynamic and slightly unpredictable, so I must adapt my strategy to control it effectively	
			As a designer I want to increase the amount of items in the game via spreadsheet to speed up the iteration process.			As a player, I want to see a clear list of sorting tasks so that I know what items need to be delivered.	
					As a player, I want the game to include forgiving mechanics, such as light penalties for mistakes, so I can enjoy the experience without feeling stressed.		
Level Design		WIPLDD	PlayTesting Feedback		Playable Level		Set up and Playtest
Data and Design					Design Tool WIP		Design Tool
Asset		Mood board		Themed Lighting		Camera Animation	

Legend: Priority →					
Rope System	Order System	Scoring/Pacing System	Level Manager/UI	Two Stage Items	

8	9	10	11	12	13	14
03-Mar	10-Mar	17-Mar	24-Mar	31-Mar	07-Apr	14-Apr
					Assignment 3: Second Milestone	**Assignment 4: reflection & portfolio**
As a player I want to be rewarded for being efficient to encourage me to continue playing		As a player, I want a scoring system that tracks my performance so I can aim for higher scores and challenge myself.		As a player, I want the sorting tasks and item orders to change each time I play so that the game stays interesting.		
As a player, I want visual and audio feedback when I sort items correctly or incorrectly, so I can feel a sense of accomplishment or adjust my strategy.	As a player, I want additional challenges, such as sorting against the clock or managing dirty plates, to test my skills as I improve.	As a player, I want to receive bonuses for completing orders quickly or in sequence, encouraging me to plan ahead and prioritize tasks.				
As a player, I want the game to have a friendly and colorful art style so that it feels welcoming and fun to play.		As a player, I want to be able to retry levels or tasks easily so that I can learn from my mistakes and improve.		As a player I lots of different levels to be able to experience a variety of situations		
As a player I want a variety of item types/jobs to expand the amount of tasks I need to keep track of.		As a player, I want to sort a variety of items with increasing complexity so that the game remains engaging and challenging.				
		Multiplayer Focus test				**LDD & Playable Level or Video**
	Playtest Protocol					**Playtest Report**
	Sound and Visual effect		**UI Design**		**Hero Prop**	

Legend: Priority →				
Rope System	Order System	Scoring/Pacing System	Level Manager/UI	Two Stage Items