Project Plan Layout with game loop and sections

This is the core loop of the game.

The exploration area is where the player gets the chance to get used to the controls, weapons and abilities if acquired. Players can discover collectables, in which when a certain amount has been discovered the player can use the collectable to upgrade their health level. Weapon chest will be allocated in some specific area, that can be discovered but requires puzzle-solving to unlock it.

The exploration area will be designed in a way that the stealth level reduces as the player moves closer to the bandit’s camp entrance.

The entrance to the bandit’s camp will require players to solve puzzles to unlock the door mechanism.

24th February - environment Layout and design (Git hub proper set up)

3rd March – Character and Enemies implementing

10th March – Player inventory and Bosses

17th March – Puzzle with abilities and Game UI

24th March – sounds

31st March – balance gameplay

7th April – Submission