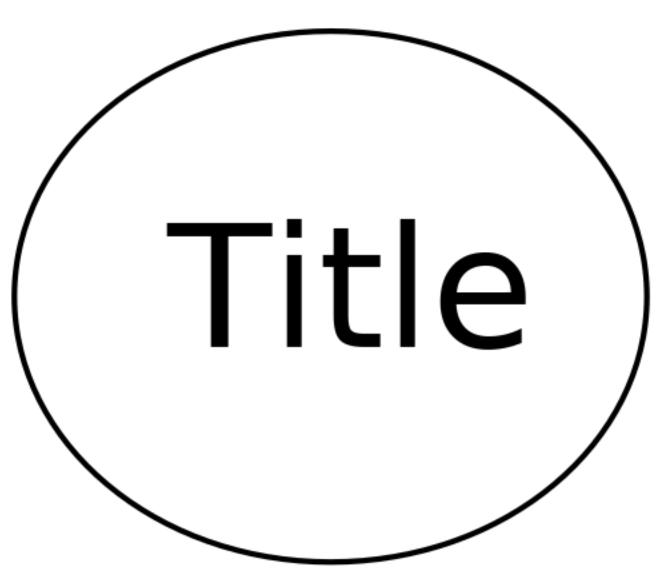
Level With Me (for now)



5 one-week sprints

Bad control schemes

Could add QA framework on top of that



Just text by the end of the sprint

Voice-acting afterward if time and voice actor



(External) Requirements

Not using time.delta time

Intended bugs

Take snapshots of code in between, duplicate versions

Museum snippets

Voice and text?

Scribbles and flat plane

Programmer art Sudden switch?

Maybe before one of the major stages with art

Save unfinished work

Try some recording Sound libraries Real instruments for music

Sound effect for all stages

Placeholder audio Maybe voice acting for developer notés **Sound** No direction, no mixing

Keep bad versions

Music?

Intern working on it Coordinate work schedule because of scene Design Hack n Plan Small indie team Unity Player does not get addressed, comments are to talk to other developers Technology Focus on core message first Developer tools Maybe one question after scene? Meddling with monetization Can player influence it? Limit it down to scope Abstract prototype Some impact might be interesting Feature creep Req. for First Pitch working title name of all team member + red description of general idea art+sound direction (Alex) technical choices project plan Stages Linear or slider with stages? How are stages presented? Level With Me Player is QA tester Focus of story Mode of storytelling You respawn with fade outs Recorded voice as transitions

Force bad performance

At some point, nobody updates sound