

CarpetBoy

Main

- Character: Posture effects, character controller, wearables: backpack with advantages disadvantages
- RoadBuilder : Procedural level building
Obstacle placement, **obstacle type, cargo placement, cargo type,
- Cargos: **different Shapes, Weights**
- **Terrain Differences/rails**

Gameplay

- Reach every corner, don't miss carpets.
- Chose your path.

MapCreation

- Obstacles Patterns Give over time experience. Like 2 rocks on the left after 1 rock at the right
 - Builder can assemble sections in such a way that, overall gameplay demands 0 strategic thinking: "level is made for player to succeed", or the directly opposite
 - Frantic level 1 : spawn 3 carpets if player miss one of them or waste it, he will lose for sure.
 - Tolerant mode help player with carpets if he/she misses some
 - Etc..
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Require Fixing

- CharacterControler ErrorFixer must recorret with “road”leftrighmiddle channels.
- Builder should be rewritten, need manual obstacle placement patterns
- Carpet opening requires correction, root animation causes problems.
- Add “Victory” endLevel section
- Add “gameover” event

Further Dev

- Obstacle class nests more exemples
- Animation corrections
- Crouching/crawling animation,mechanics(ex. High obstacles can knockdown stacked carpets)
- Better stacking with backpack class

Prototype TimeLine

2h modeling(RTU sitting baby to T-Pose,weight paint,Roads etc)

1h Vectoral

2h animation(babyWalking,CarpetOpening)

4h UnityEditorTime

7h Coding

Total: 16h