Republic of the Philippines

CAVITE STATE UNIVERSITY

Don Severino de las Alas Campus

Indang, Cavite

COLLEGE OF ENGINEERING AND INFORMATION

TECHNOLOGY
Department of Information Technology

In Partial Fulfillment of
COSC 106: Game Development

Museum of Mystery

Submitted to:
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1. Introduction

1.1. Vision

The vision of the game "Museum of Mystery" is to craft a high-quality and enchanting gaming experience that merges exploration, combat, and management. We aim to deliver an immersive journey that captivates players with its blend of adventure and mystery within a beautifully pixelated world. Our goal is to create a game that not only satisfies players' desire for exploration and strategic management but also ignites their curiosity and sense of wonder as they uncover the secrets of an interdimensional realm.

1.2. Scope

- Character Progression
  As players explore the wilderness and combat various creatures, they gain experience points. Players collect rare artifacts throughout their journey. These artifacts can be showcased in the museum, contributing to the player's wealth and reputation.

- Combat System
  Implement smooth and visually striking combat animations, complemented by satisfying sound effects and particle effects to enhance the immersion and excitement of battles.

- High-Quality Visuals and Audio
  Provide high-quality pixelated graphics with detailed character models and visually appealing environments, including dynamic day and night cycles and interdimensional realms. Develop a captivating soundscape, incorporating a diverse range of music,

and ambient sounds to enrich the overall gaming experience.

1.3. Goal of the project

The goal of the "Museum of Mystery" project is to deliver a captivating and immersive gaming experience that blends the thrill of exploration, the challenge of combat, and the satisfaction of museum management. By combining high-quality visuals, engaging audio, and deep character progression, we aim to create a game that not only entertains but also inspires players to uncover the mysteries of an interdimensional world.

1.4. Summary of the team / participation and contribution of members

In the development Museum of Mystery, we have roles that each member will make sure that the game will finish due to the given date/time.

Game Developer: The developer's role involved implementing game mechanics, coding functionalities, and integrating UI elements using the GODOT game engine. They collaborated closely with the game designer and UI designer, who conceptualized gameplay, designed the user experience, and shaped the game's overall vision.

Game Designers: Game designers shape the gameplay, mechanics, rules, and structure of video games. Their responsibilities include conceptualizing the game, defining goals and objectives, designing levels and characters, and specifying player interactions. They collaborate closely with game developers and other team members to transform concepts into engaging gameplay experiences.

UI Designers. UI designers focus specifically on creating the user interface (UI) elements for video games. This includes designing visual and interactive elements that allow players to navigate the game, access menus, adjust settings, and interact with in-game systems. UI designers aim to create interfaces that are intuitive, visually appealing, and enhance the overall user experience

2. Game Overview:
    2.1. Game Project
        2.1.1. Title

       Museum Of Mystery: The game is titled Museum Of Mystery. This title reflects the core gameplay, which involves exploring and discovering the mysteries within an abandoned house and turning it into a museum filled with rare artifacts.

        2.1.2. Genre

       Combination of Tycoon, Fighting, and Adventure Genres: Museum Of Mystery blends several game genres. It combines the strategic and managerial aspects of a tycoon game, the excitement and engagement of fighting elements, and the exploratory and narrative-driven nature of adventure games. The pixelated art style further adds to its unique charm.

        2.1.3. Theme

       The theme revolves around exploring different realms through a mysterious portal found in an abandoned house. Players will encounter diverse landscapes, hidden dangers, and rare artifacts. The game incorporates elements of science fiction and fantasy as players traverse through different

dimensions.

2.2.4. Platform

PCs and laptops are the platforms that are designed to play the game. Except for the controls to be used, PCs and laptops offer more powerful hardware components compared to other gaming platforms. This is to ensure a good user experience while playing the game.

2.2. Game Brief

In "Museum Of Mystery," players discover a portal in an abandoned house, leading to an interdimensional journey filled with adventure, discovery, and danger. The protagonist partners with a wise merchant to transform the derelict house into a bustling museum. Throughout the game, players explore diverse realms, collect rare artifacts, fend off creatures, and uncover the mysteries of both the abandoned house and the new worlds they visit.

2.3. Narrative Brief

The player is searching for a house to live in and receives a notification on their cell phone about a cheap house for sale. They visit the house and enter, finding it seemingly normal. However, upon descending to the basement, they discover a weird stone structure resembling a portal. As the player inspects it, the portal suddenly explodes open, causing the player to black out. When they awaken, they are in a wilderness and see a house in the distance with the portal now closed.

Entering the house, they are greeted by a merchant and explain they are lost and trying to return home, but the portal is broken. The merchant says they need the Scroll of Lighting to unlock the portal, but it belongs to the final

boss. Deeming the quest impossible, the merchant recruits the player as a hunter to gather treasures for his museum, splitting the profits 50/50 and offering upgrades for strength. The player is given a sword to start their journey. In the wilderness, there are two structures, each containing unique items to display in the museum. Each structure is maze-like and requires defeating a boss to obtain the treasure. After exploring both structures, an earthquake occurs, and upon exiting, the final boss's room opens. The player must grow stronger, defeat the final boss, and retrieve the Scroll of Lighting from a chest. They then return to the portal, unlock it, and the player returns to the real world.

2.4. Game Objectives

The primary objectives in "Museum Of Mystery" are for the player to explore the wilderness, defeat bosses, collect unique treasures, and display them in the merchant's museum to earn money and upgrades. Players achieve this by navigating maze-like structures, defeating enemies, and strategically managing their resources and upgrades. Balancing combat, exploration, and treasure collection is crucial to progressing through the game, ultimately enabling the player to defeat the final boss, retrieve the Scroll of Lighting, and return to the real world.

3. Gameplay
    3.1. Overview
    The primary objectives in "Museum Of Mystery" are for the player to explore the wilderness, defeat bosses, collect unique treasures, and display them in the merchant's museum to earn money and upgrades. Players achieve this by navigating maze-like structures, defeating enemies, and strategically managing their

resources and upgrades. Balancing combat, exploration, and treasure collection is crucial to progressing through the game, ultimately enabling the player to defeat the final boss, retrieve the Scroll of Lighting, and return to the real world.

3.1.1. Specific Game Objectives

The primary objectives in "Museum Of Mystery" are for the player to explore the wilderness, defeat bosses, collect unique treasures, and display them in the merchant's museum to earn money and upgrades. Players achieve this by navigating maze-like structures, defeating enemies, and strategically managing their resources and upgrades. Balancing combat, exploration, and treasure collection is crucial to progressing through the game, ultimately enabling the player to defeat the final boss, retrieve the Scroll of Lighting, and return to the real world.

3.2. Layout

The gameplay layout of "Museum Of Mystery" includes various settings that players will navigate, such as the abandoned house, a portal in the basement, and the surrounding wilderness. Each area offers unique challenges and opportunities, including exploration, combat, and resource management. The game's pixelated art style and dynamic day and night cycle add depth and strategy to the gameplay experience, making each realm visually distinct and strategically engaging.

4. Game World

4.1. General Look of and feel of world

The world of "Museum Of Mystery" starts in an old, seemingly abandoned house with a for-sale sign, featuring a dusty interior with creaky floors and cobwebbed corners. The basement houses a mysterious stone portal that explodes

open, transporting the player to a vast, untamed wilderness with dense forests, meadows, and rocky hills, all under a dynamic weather and day-night cycle. In the wilderness, the player finds a quaint, rustic house belonging to a merchant who recruits them to gather treasures from maze-like structures guarded by bosses. These treasures are displayed in the merchant's museum, with the ultimate goal of defeating the final boss, retrieving the Scroll of Lighting, and returning to the real world through the reopened portal.

4.2. Areas

The main setting of "Museum Of Mystery" begins in an old, seemingly abandoned house with a cracked pathway and overgrown yard, leading to a dusty interior filled with creaky floors and cobwebbed corners. In the basement, an ancient stone portal suddenly explodes open, transporting the player to a vast, untamed wilderness with dense forests, open meadows, and rocky hills under dynamic weather and day-night cycles. The player discovers a quaint, rustic house belonging to a merchant who recruits them to collect treasures from maze-like structures filled with enemies and bosses. These treasures are displayed in the merchant's museum, symbolizing the player's progress and success as they ultimately seek to defeat the final boss, retrieve the Scroll of Lighting, and return to the real world through the reopened portal.

a. **The Starting House**: An old, seemingly abandoned house with peeling paint and a for-sale sign in the overgrown yard. The pathway leading to the front door is cracked and worn, bordered by tall grass and a few scattered trees.

b. **The Basement**: A dark and damp area with a single flickering light bulb. Stone walls and floors give it a dungeon-like feel, and the air is thick with mustiness.

c. **Portal Area**: A large, ancient stone structure stands in the center, covered in strange runes and symbols. The atmosphere is eerie, with a sense of charged energy.

d. **The Wilderness**: A vast, untamed wilderness with dense forests, open meadows, and rocky hills. The environment features dynamic weather and day-night cycles, adding to the realism and challenge.

e. **The Merchant's House**: A quaint, rustic house with a welcoming appearance, surrounded by a well-kept garden and a small path leading to the door.

f. **The Final Boss's Room**: A grand, ominous chamber with dark, foreboding decorations and the final boss awaiting. The atmosphere is tense, with the sense of an impending showdown.

g. **The Museum**: Initially empty, the museum gradually fills with the treasures collected by the player. It features display cases, lighting, and informational plaques for each artifact.

4.2.1. General description and physical characteristics

General description and physical characteristics
As part of the game's strategic layout, the areas are designed to challenge players with various terrains and obstacles while providing opportunities for tactical advantages. The following locations have been carefully crafted to enhance the player's experience

5. Graphics/Art style
   5.1 Storyboard and GUI development
   5.1.1. GUI development

The Museum of Mystery is made using a game development software called Godot. Godot is a general-purpose 2D and 3D game engine designed to support all sorts of projects. It is used to create games or applications that can then be released on desktop or mobile, as well as on the web. The assets in the game, such as characters, mobs, npc, and other backdrop environments, are created using Aseprite. Aseprite lets the designer create 2D animations for video games. From sprites to pixel art, retro-style graphics, and whatever they like about the 8-bit and 16-bit eras.

5.1.2. Storyboard
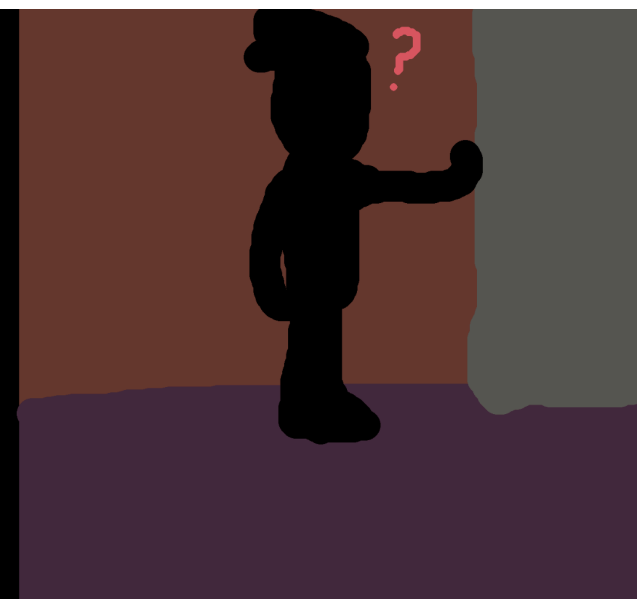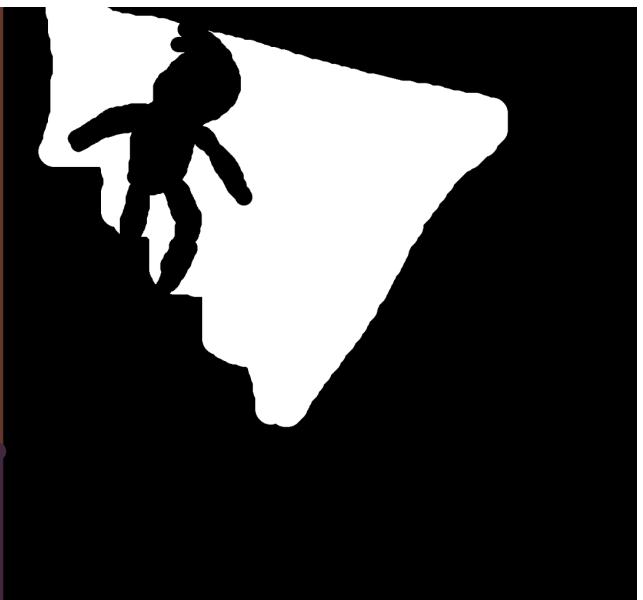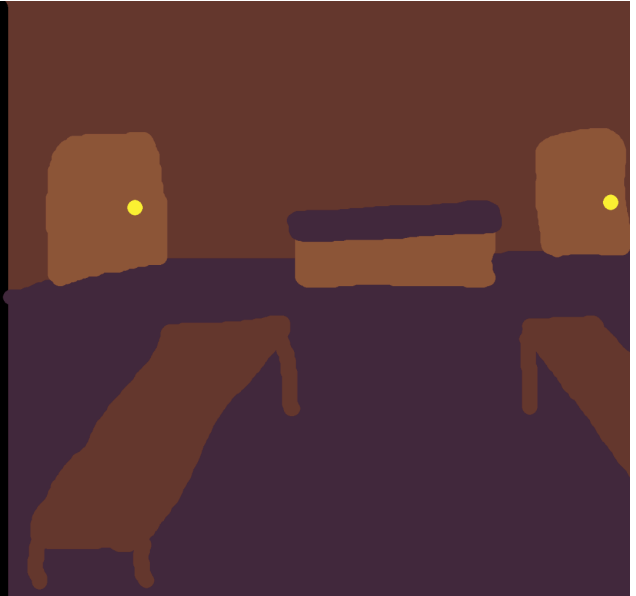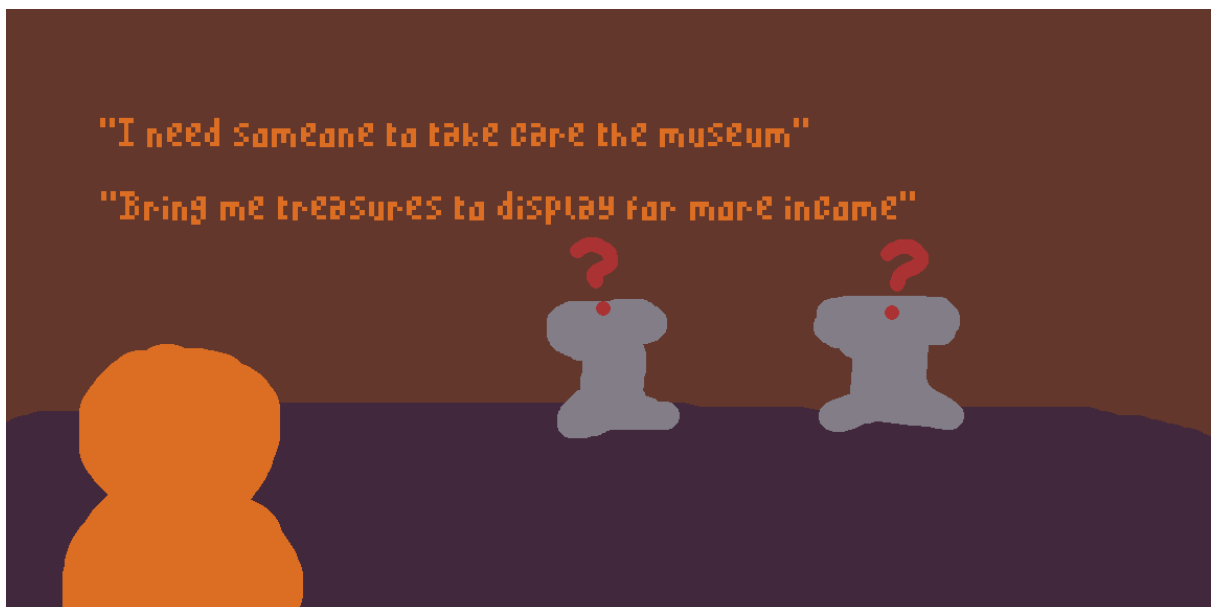
"We split the money, You can also buy upgrades from me"

"Good Luck!"

?

"You Found The First Treasure!"
"Better Display It into the Museum"

"You're back! You've got something?"
"Another Scroll"
"Nice! Display It"

"You Found The Scroll Of Lightning!"
"Better Get This to The Merchant"

"Waw! What A Journey"

"I Think I need to see more Houses"
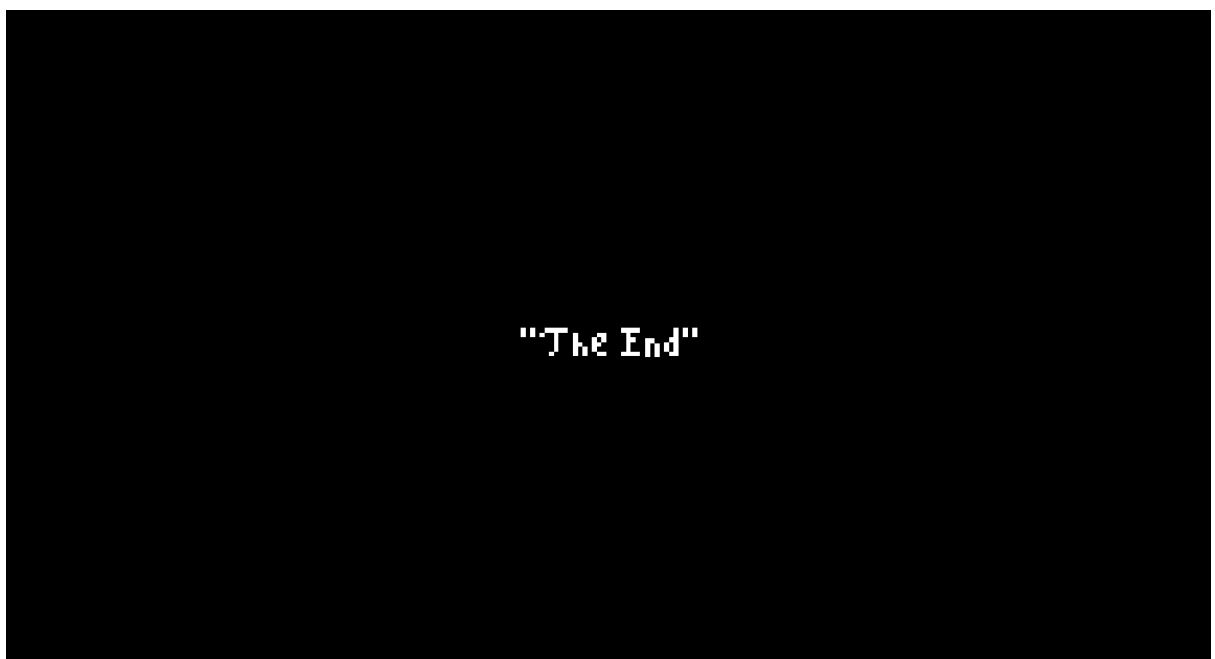
"The End"

P.A.C.O. Entertainment

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COSC 106

5.2. Example Narrative Development

The developers started by sketching out the game's storyline and basic mechanics. They then watched tutorials on Unity to understand the engine's capabilities. Using sample assets, they created a prototype to visualize the game's core mechanics. Gradually, the team developed custom sprites, maps, and tilesets, refining them through group discussions and feedback sessions. Regular playtests were conducted to identify and fix bugs, ensuring a smooth and engaging gameplay experience.

5.3. Audio, Music, and Sound effects:

- **Audio.** Audio in video games contributes to immersion, atmosphere, storytelling, and gameplay dynamics.
- **Music.** Establishing the mood, generating feelings, and enhancing the player's connection to the game environment are all accomplished through music. The background music used during gameplay went through examination to match the game's overall atmosphere.

- **Sound Effects.** In video games, sound effects help amplify the sense of realism, immersion in the environment, and player interaction. A wide range of audio materials must be recorded, edited, and used in the production and inclusion of sound effects. Some sound effects are made utilizing the game's pre-existing sounds as an inspiration for creating new ones.

6. Mechanics

6.1 Rules

The Museum of Mystery's gameplay mechanics are frequently outlined by a set of guidelines that specify how the game is to be played. These rules define what is possible, how different game elements behave, and how players interact with the game's world. Here's an overview of the rules structure in gameplay mechanics is given below:

6.1.1. Controls

Museum of Mystery can be played on a laptop or computer, the player interacts with the game using keyboard and mouse as an input device. Here are the key functions to be pressed:

- **W/Up arrow key** = Move forward

- **S/Down arrow key** = Move backward

- **A/Left arrow key** = Move left

- **D/Right arrow key** = Move right

- **Space bar** = Attack

- **I** = Inventory

- **U =** Use item

- **LMB =** Select item

- **Tab =** Scroll the selector in the Hotbar

6.3 Reward system/Achievements
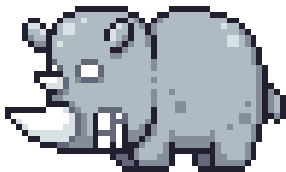
In "Museum Of Mystery," players can collect various items from different mobs in the wilderness, ranging from common to rare treasures. These collections provide basic crafting materials, in-game currency, higher-value materials, significant currency, and special crafting recipes. The primary challenge involves navigating maze-like structures to gather unique treasures guarded by bosses. Once the player collects and displays these treasures in the merchant's museum, they are rewarded with increased stats or special abilities. After exploring both structures and collecting the treasures, an earthquake occurs, opening the final boss's room. Defeating the final boss and obtaining the Scroll of Lighting marks a significant achievement, allowing the player to unlock the portal and return to the normal world.

7. Characters

Image	Description
	Name: Player **Health:** 3 **Speed:** 50 **Knockback Power:** 500 The Player is an agile and

	versatile character in "Museum Of Mystery," equipped with a weapon and an inventory system. Skilled in movement and combat, the Player navigates through the wilderness, battles creatures, and collects treasures. They can attack in multiple directions, handle knockback effects, and use collected items to enhance abilities or regain health. The Player's goal is to explore maze-like structures, defeat bosses, and gather treasures for the merchant's museum, all while managing health and resources to prepare for the ultimate challenge.
	Name: Rock **Health:** 50 **Damage:** 15 (per hit) **Attack Speed:** Moves every 5 seconds Rock is a formidable enemy in the wilderness, resembling a massive boulder animated by mystical forces. It takes two hits to defeat due to its robust structure and magical enhancements. Despite its size, Rock moves intermittently within its designated

territory, posing a threat to any unsuspecting adventurers who cross its path. Its presence requires strategic planning and careful timing to overcome.

Name: Skull

Health: N/A (Single hit death)

Speed: 20

The Skull is a basic enemy in "Museum Of Mystery," patrolling between two points with a speed of 20. It changes direction upon reaching its set limit distance and continually moves back and forth between its start and end positions. The Skull's main attack mode involves running towards its target, flipping its animation based on movement direction. While active, it updates its velocity and animations in real-time. Upon taking damage, the Skull enters a death sequence, disables its hitbox, and plays a death animation before being removed from the game. This enemy adds a dynamic challenge to the player's exploration and combat

	experience in the game.
	Name: Ghost **Health:** 80 **Damage:** None (Passive) **Behavior:** Moves between two points in a ghostly manner, appearing and disappearing at will Ghost is an ethereal presence haunting the depths of the wilderness. It glides silently between its designated points, transitioning between the material and spirit realms with ease. Its ghostly form makes it immune to conventional attacks, requiring strategic thinking or special means to interact with effectively. Encounters with Spectre often involve navigating its unpredictable movements and exploiting its vulnerabilities when it materializes.
	Name: Ironhide **Health:** 90 **Damage:** 30 **Behavior:** Charges towards the player aggressively when provoked, otherwise moves slowly

	Ironhide, known as the Thunderous Rhino, roams the wilds with formidable strength and resilience. Its massive horn can cause devastating damage upon impact, making its charge a deadly threat to unwary adventurers. Ironhide is relentless once provoked, using its immense bulk to bulldoze through obstacles and enemies alike. Surviving an encounter with Ironhide requires quick reflexes and strategic thinking to evade its charges and exploit moments of vulnerability.
	Name: Shogun Kurogane **Health:** 300 **Damage:** 35 **Attack Speed:** 30 **Behavior:** Agile and strategic, alternates between aggressive charges and calculated strikes Shogun Kurogane, the Iron Samurai, stands as the ultimate challenge in the depths of the wilderness. Clad in ancient armor infused with mystical energies, Kurogane wields a legendary katana that cuts through both flesh and spirit.

	His movements are a blend of grace and power, capable of closing the distance with lightning speed or unleashing devastating area attacks. Engaging Shogun Kurogane requires mastery of both offense and defense, as his relentless pursuit of victory leaves no room for hesitation.

8. Requirement Analysis

8.1. Technical Hardware

Requirements	Development	Minimum	Recommended
CPU	Intel Core i7-7700HQ	Intel Core i3	Intel Core i5-8600K or AMD Ryzen 5 3600
GPU	NVIDIA GeForce GTX 1050	NVIDIA GeForce GTX 960	NVIDIA GeForce GTX 1660 Super or AMD Radeon RX 590
RAM	8 GB	4 GB	4 GB
Storage	128 GB	20 – 25 GB	100 GB
OS	Windows 11 (64-bit)	Windows 7 (64-bit)	Windows 10 (64-bit)

8.2. Technical Software

Requirements	Development
Game Engine	Godot 4.2
IDE	Godot Script Editor
Programming Language	GDScript
OS	Windows 11 (64-bit)

8.3. System Intelligence

Requirements	Development
AI for NPCs - Pathfinding Algorithm	- Linear Search Algorithm
Combat AI a. Enemy AI	a. Behavior (walk, attack, drop item, death)

8.4 Data Management/Support

Requirements	Development
Save system 　　a. Save Type	a. Temporary data storage

9. 2D/3D Graphics

Museum of Mystery is a two-dimensional RPG game that leverages its visual style to create immersive and visually appealing experiences. The designer utilized 2D techniques to craft tilesets, cutscenes, menus, UI elements, and backgrounds. Furthermore, they employed a top-down 2D perspective to offer a bird's-eye view of the game's environments, characters, and objects, enhancing realism. Below are the assets utilized in the game's development.
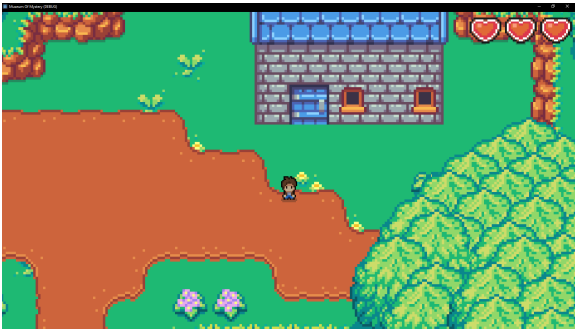
Main Scene (Wilderness)

Dungeon

Graveyard

Museum

Final Boss (Shogun Kurogane) Room

10. Animations

    a. Player animation

    b. Rock enemy animation

    c. Skull enemy animation

d. Ghost enemy animation

e. Ironhide enemy animation
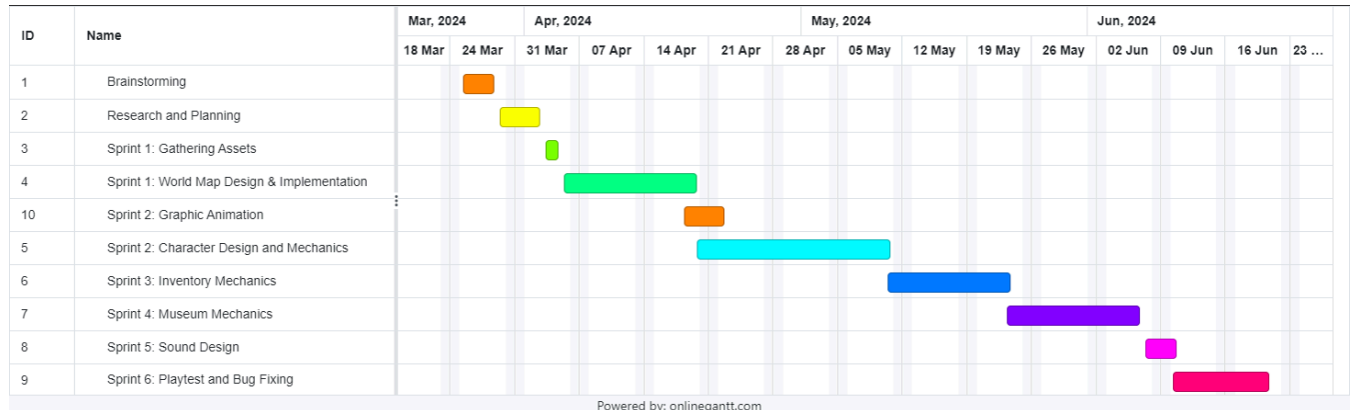

f. Shogun Kurogane (Final Boss)

g. NPC (Customer)

h. NPC (Merchant)

11. Project Plan

ID	Name	Mar, 2024		Apr, 2024				May, 2024				Jun, 2024		
		18 Mar	24 Mar	31 Mar	07 Apr	14 Apr	21 Apr	28 Apr	05 May	12 May	19 May	26 May	02 Jun	09 Jun	16 Jun	23 …
1	Brainstorming		▭													
2	Research and Planning			▭												
3	Sprint 1: Gathering Assets				▭											
4	Sprint 1: World Map Design & Implementation					▭										
10	Sprint 2: Graphic Animation						▭									
5	Sprint 2: Character Design and Mechanics							▭								
6	Sprint 3: Inventory Mechanics									▭						
7	Sprint 4: Museum Mechanics											▭				
8	Sprint 5: Sound Design													▭		
9	Sprint 6: Playtest and Bug Fixing														▭	

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11.1 Scrum reports

WEEK: 1

DATE: March 18 – 24, 2024

TASKS FROM LAST WEEK:
SPRINT BACKLOG

- This is the first week of the project, so there are no tasks carried over.

COMPLETED TASKS:

- Held an initial team meeting to introduce everyone and discuss project goals.
- Started outlining the overall project plan, including milestones and deadlines.
- Began gathering the necessary resources and tools for development.

TASKS FOR NEXT WEEK:
NEW SPRINT BACKLOG

- Conduct brainstorming sessions to conceptualize the story and game mechanics (March 24-26).

WEEK: 2

DATE: March 25 – 31, 2024

TASKS FROM LAST WEEK:
SPRINT BACKLOG

- Conduct brainstorming sessions to conceptualize the story and game mechanics (March 24-26).

COMPLETED TASKS:

- Held a brainstorming session to conceptualize the story and game mechanics.

TASKS FOR NEXT WEEK:
NEW SPRINT BACKLOG

- Research and planning phase: Search materials based on gathered ideas and plan the entire project with set deadlines (March 27-April 3).

WEEK: 3

DATE: April 1 – 7, 2024

TASKS FROM LAST WEEK:
SPRINT BACKLOG

- Research and planning phase: Search materials based on gathered ideas and plan the entire project with set deadlines (March 27-April 3).

COMPLETED TASKS:

- Completed research and planning based on gathered ideas.
- Planned the entire project with set deadlines.

TASKS FOR NEXT WEEK:

NEW SPRINT BACKLOG

- Gathering assets: Gather and create assets that will be used for the game (April 3-5).
- Start World Map Design & Implementation phase: Build and create the world, sceneries, and maps for the game (April 6-16).

WEEK: 4

DATE: April 8 – 14, 2024

TASKS FROM LAST WEEK:

SPRINT BACKLOG

- Gathering assets: Gather and create assets that will be used for the game (April 3-5).
- Start World Map Design & Implementation phase: Build and create the world, sceneries, and maps for the game (April 6-16).

COMPLETED TASKS:

- Gathered and created assets for the game.

TASKS FOR NEXT WEEK:

NEW SPRINT BACKLOG

- Continue World Map Design & Implementation phase (April 6-16).
- Start Graphic Animation phase: Create graphic animations for the cut scenes (April 13-20).

- Start Character Design and Mechanics phase:
  Develop character design and mechanics, including
  movements, attacks, etc. (April 15-May 7).

WEEK: 5

DATE: April 15 – 21, 2024

TASKS FROM LAST WEEK:
SPRINT BACKLOG

- Continue World Map Design & Implementation phase
  (April 6-16).
- Start Graphic Animation phase: Create graphic
  animations for the cut scenes (April 13-20).
- Start Character Design and Mechanics phase:
  Develop character design and mechanics, including
  movements, attacks, etc. (April 15-May 7).

COMPLETED TASKS:

- Completed World Map Design & Implementation phase.
- Started creating graphic animations for cut
  scenes.
- Started developing character design and mechanics.

TASKS FOR NEXT WEEK:
NEW SPRINT BACKLOG

- Complete Graphic Animation phase (April 13-20).
- Continue Character Design and Mechanics phase
  (April 15-May 7).

WEEK: 6

DATE: April 22 – 28, 2024

TASKS FROM LAST WEEK:

SPRINT BACKLOG

- Complete Graphic Animation phase (April 13-20).
- Continue Character Design and Mechanics phase (April 15-May 7).

COMPLETED TASKS:

- Completed graphic animations for cut scenes.
- Continued developing character design and mechanics.

TASKS FOR NEXT WEEK:

NEW SPRINT BACKLOG

- Continue Character Design and Mechanics phase (April 15-May 7).

WEEK: 7

DATE: April 29 – May 5, 2024

TASKS FROM LAST WEEK:

SPRINT BACKLOG

- Continue Character Design and Mechanics phase (April 15-May 7).

COMPLETED TASKS:

- Continued developing character design and mechanics.

TASKS FOR NEXT WEEK:

NEW SPRINT BACKLOG

- Complete Character Design and Mechanics phase (April 15-May 7).

WEEK: 8

DATE: May 6 – 12, 2024

TASKS FROM LAST WEEK:
SPRINT BACKLOG

- Complete Character Design and Mechanics phase (April 15-May 7).

COMPLETED TASKS:

- Completed character design and mechanics.

TASKS FOR NEXT WEEK:
NEW SPRINT BACKLOG

- Start Inventory Mechanics phase: Build inventory mechanics for storing items from monster drops (May 8-19).

WEEK: 9

DATE: May 13 – 19, 2024

TASKS FROM LAST WEEK:
SPRINT BACKLOG

- Start Inventory Mechanics phase: Build inventory mechanics for storing items from monster drops (May 8-19).

COMPLETED TASKS:

- Continued developing inventory mechanics for storing items from monster drops.

TASKS FOR NEXT WEEK:

WEEK: 10

DATE: May 20 – 26, 2024

TASKS FROM LAST WEEK:
SPRINT BACKLOG

- Complete Inventory Mechanics phase (May 8-19).
- Start Museum Mechanics phase: Build museum mechanics, such as item displays from the inventory and NPC interactions (May 20-June 2).

COMPLETED TASKS:

- Completed inventory mechanics for storing items from monster drops.
- Started developing museum mechanics, such as item displays from the inventory and NPC interactions.

TASKS FOR NEXT WEEK:
NEW SPRINT BACKLOG

- Continue Museum Mechanics phase (May 20-June 2).

WEEK: 11

DATE: May 27 – June 2, 2024

TASKS FROM LAST WEEK:

SPRINT BACKLOG

- Continue Museum Mechanics phase (May 20-June 2).

COMPLETED TASKS:

- Continued developing museum mechanics, such as item displays from the inventory and NPC interactions.

TASKS FOR NEXT WEEK:

NEW SPRINT BACKLOG

- Complete Museum Mechanics phase (May 20-June 2).
- Start Sound Design phase: Integrate sound effects and music into the game (June 3-5).

WEEK: 12

DATE: June 3 – 9, 2024

TASKS FROM LAST WEEK:

SPRINT BACKLOG

- Complete Museum Mechanics phase (May 20-June 2).
- Start Sound Design phase: Integrate sound effects and music into the game (June 3-5).

COMPLETED TASKS:

- Completed museum mechanics, such as item displays from the inventory and NPC interactions.
- Started integrating sound effects and music into the game.

TASKS FOR NEXT WEEK:

NEW SPRINT BACKLOG

- Complete Sound Design phase (June 3-5).
- Start Playtest and Bug Fixing phase: Playtest the
  game, identify and fix bugs (June 6-23).

WEEK: 13-14

DATE: June 10 - 23, 2024

TASKS FROM LAST WEEK:
SPRINT BACKLOG

- Complete Sound Design phase (June 3-5).
- Start Playtest and Bug Fixing phase: Playtest the
  game, identify and fix bugs (June 6-23).

COMPLETED TASKS:

- Completed integrating sound effects and music into
  the game.
- Began playtesting the game and identifying bugs.

TASKS FOR NEXT WEEK:
NEW SPRINT BACKLOG

- Continue Playtest and Bug Fixing phase: Identify
  and fix bugs (June 6-23).

WEEK: 15

DATE: June 24 - 30, 2024

TASKS FROM LAST WEEK:
SPRINT BACKLOG

- Continue Playtest and Bug Fixing phase: Identify

and fix bugs (June 6-23).

COMPLETED TASKS:

- Completed playtesting the game and fixing identified bugs.

TASKS FOR NEXT WEEK:
NEW SPRINT BACKLOG

- Finalize and prepare for game release.

12. References

Project Management Tools:
    Online Gantt: https://www.onlinegantt.com/#/gantt
    Discord: https://discord.com/

Game Development Resources:
    Godot 4.2 Engine:
    https://godotengine.org/download/archive/4.2-stable/
    Canva: https://www.canva.com/
    Aseprite: https://www.aseprite.org/
    Sound Assets:
    https://www.youtube.com/watch?v=G-FGiICah8Q

13. Bibliography

Charles Dave B. Arevalo is a 21-year-old third-year Computer Science student at Cavite State University in Indang, Cavite. He lives in Iruhin West, Tagaytay City. Charles focused on creating the user interface (UI) for the game, ensuring it was easy to use and visually appealing. His attention to detail helped make the game's menus and interfaces engaging for players.

Daniel Lawrence B. Cunanan is a 21-year-old third-year

Computer Science student at Cavite State University in Indang, Cavite. He is from Bulihan, Silang, Cavite. Daniel contributed to the game by designing detailed maps that made exploration interesting and strategic. He also helped document the game's design and development, making sure everything was well-organized and clear for future work.

John Archie P. Patawe is a 20-year-old third-year Computer Science student at Cavite State University in Indang, Cavite. He lives in Pulong Bunga, Silang, Cavite. John Archie worked on both programming and game design, adding features and mechanics to improve gameplay. He also documented the project's progress to keep everything organized.

Dinothelo P. Quiroga is a 21-year-old third-year Computer Science student at Cavite State University in Indang, Cavite. He lives in Regina Ville, Trece Martires City, Cavite. Dinothelo was the main developer for the game's backend, ensuring it ran smoothly and efficiently. His skills in backend development helped overcome technical challenges and optimize performance for a better gaming experience.