

GAME DESIGN DOCUMENT



PYRAMID ESCAPE

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Game Analysis

Pyramid escape is a fun and easy adventure 2D platform game where little mummy, who has just woken up from a long sleep, discovers the world of ancient Egypt. Following a comic-like cut scenes player learns about Egyptian culture, their gods, afterlife, mummification and so on. Player controls the mummy whose goal is to collect hieroglyphics for player to be able to move to another room what represents completing a level. Also, mummy is able to collect a bandage that allows mummy to use a special power. With that special power mummy is allowed to move quickly through the game, but player must be careful with spending those bandages as they are also a weapon to beat the boss in final level.

Mission Statement

Explore the mystical world inside of the pyramid, where no one other than ancient mummy during its adventure learns about Egyptian culture itself, and thus the history of the Ancient Egypt.

Genre

Pyramid escape is a 2D platform adventure game with educational and historical aspects.

Platforms

Pyramid escape will be available for Windows PC platform.

Target Audience

Primary audience for Pyramid escape are all people, young and adult, interested in history or interested in learning it. Age limit is not that important because of its friendly and cartoony storytelling and design which is convenient for all group ages. Secondly, as the Pyramid escape is platform game, another audience group are platform games fans and players. Therefore audience are all gamers in general who enjoy playing fun relaxing, adventure games.

Storyline & Characters

Introduction

Pyramid escape starts with a comic-like introduction scene where little mummy has just woken up and it's confused what is going on. On the wall, mummy discovers weird writings – hieroglyphics, which represent a hint to the player what will be needed to be collected during further gameplay.

Level 1

First level represents sort of tutorial level. This is the easiest and shortest level of all, where player learns how to control the mummy and what to collect for player to be able to move to another level. Collectables are hieroglyphics by which the player learns the story of Ancient Egypt. At the end of first level through the first cut scene, mummy learns about gods of Ancient Egypt: god *Re (Ra)* - one of the creator gods of ancient Egypt, *Isis* - Wife of Osiris and mother of Horus, linked with funerary rites, motherhood, protection, and magic, *Osiris* – god of death and resurrection who rules the underworld, *Anubis* - God of the dead, he carries the dead to the judgement place of the Underworld, *Horus* – a major god, usually shown as a falcon or as a human child, linked with the sky, the sun, kingship, protection, and healing and *Serket* (also known as Serqet, Selkis, and Selket) - goddess of protection of the body and the viscera of the dead, her symbol is scorpion. This learning section is important because it represents a hint to the player what kind of enemies could appear through future gameplay.

Level 2

Second level is also a short one and a tutorial of some kind because player is introduced with first type of the enemy – scorpion. Scorpion is connected with Egyptian culture through their goddess *Serket* as it is her symbol. In this level player learns how to defeat the enemy, which is simply jumping on it. Likewise, player learns that he/she can be affected by the enemy as enemy takes players life. After the second level, through the cut scene, mummy through collected hieroglyphics learns about *wedjat eye amulet*. The *wedjat eye* embodies healing power and symbolizes rebirth. An amulet in this shape was thought to protect its wearer and to transfer the power of regeneration onto him or her. In the game this amulet is used as a collectable which gives player back his/hers lost life.

Level 3

Third level is a longer one in which player has some time to feel the game flow. This level contains everything mentioned so far, even the *wedjat eye amulet*. This level represents the end of the first section of the game. In the cut scene after this level,

mummy learns about Pharaohs, as it is implied that mummy which is controlled by the player once was the Pharaoh himself. As ancient Egyptian rulers, pharaohs were both the heads of state and the religious leaders of their people. As the religious leader of the Egyptians, the pharaoh was considered the divine intermediary between the gods and Egyptians. Pharaohs were typically male, although there were some noteworthy female leaders, like Hatshepsut and Cleopatra.

Level 4

Fourth level is also a longer one where player has to pass a few different rooms (like mini levels) to complete the whole level. So, in this level player is introduced how further levels are going to be designed. Regarding the gameplay nothing new was added and it contains everything mentioned so far. Through the collected hieroglyphics, in following cut scene, mummy learns a little about pyramids and how and why were they built. The Egyptian pyramids are ancient masonry structures. Pyramids were built for religious purposes. The Egyptians were one of the first civilizations to believe in an afterlife. Most were built as tombs for the country's pharaohs and their consorts during the Old and Middle Kingdom periods. First pyramids were built of stone but later ones were built of clay brick. Not every pyramid is the same – some of them have had funeral chamber inside of the pyramid itself and others were built on top of the funeral chamber, as it was buried in the ground.

Level 5

The fifth level introduces a new type of an enemy – falcon, or god *Horus*. This type of enemy is a flying enemy and it represents a more of the challenge for the player. In following cut scene mummy finds about mummification, or the process of preserving the dead. The ancient Egyptians believed that when a person died, their spiritual essence survived and it can live forever if the body is preserved. The most elaborate method involved the removal of the brain and many of the internal organs first except the heart. Egyptians believed the heart is source of intelligence. The deceased was then covered in salt for 70 days to remove all moisture. After 70 days had passed, the body was washed and wrapped in linen and the mummy is made.

Level 6

In sixth level, player learns about a special power mummy can use. This special power is connected with a collectable in a form of a bandages and it allows the player to move more quickly and also to make more damage to the enemies. In following cut scene, mummy discovers different writings on the wall, as it starts a journey to the afterlife. Mummy learns about the Egyptian *Book of the Dead* which is a collection of spells, usually written on the wall of the tomb or a papyrus scroll, which enable the soul of the deceased to navigate the afterlife.

Level 7

Seventh level represents a start of the end of the game. In this level, mummy starts going through the *Book of the Dead*. Level is fairly big and it contains everything mentioned until now but one step harder. After this level, there is no cut scene just display of image being restored with collected hieroglyphics.


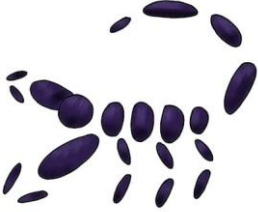

Level 8


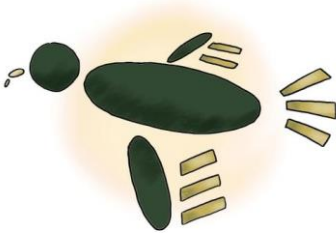
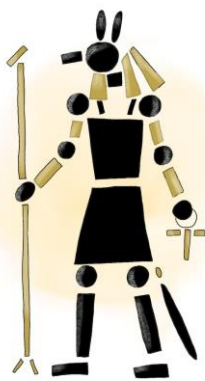
Eight level is final level connected with the *Book of the Dead*. Gameplay-wise, level is the same as the previous level, but game mode is significantly harder. After completing the level, mummy learns everything about the *Book of the Dead*. The afterlife was considered to be a continuation of life on earth and, after one had passed through various difficulties and judgment in the *Hall of Truth* observed by god *Osiris*, a paradise which was a perfect reflection of one's life on earth. After the soul had been justified in the *Hall of Truth* it passed on to cross over *Lily Lake* to rest in the *Field of Reeds* where one would find all that one had lost in life and could enjoy it eternally. In order to reach that paradise, however, one needed to know where to go, how to address certain gods, what to say at certain times, and how to comport one's self in the land of the dead; which is why one would find an afterlife manual extremely useful. The most important test is weighing of the heart. In the weighing of the heart rite, the heart of the deceased is weighed in the scale against the feather of the goddess *Maat*, who personifies order, truth, and what is right. If the heart weighed more than the feather of *Maat*, it was immediately consumed by the monster *Ammit*.

Level 9

Ninth level is the final level of the game and naturally this level contains a big boss fight. As mummy realizes that this is real journey to the afterlife, mummy prepares for a judgement by god *Anubis*. Gameplay-wise, level is the same as the previous level, but game mode is significantly harder. In the last room inside the level there is *Anubis* waiting to see the result of the judgement. If mummy beats him, mummy is able to rest in the *Field of Reeds* along the *Osiris* and by that player wins the game. Otherwise, mummy was defeated and doomed to the monster *Ammit*, as player loses the game.

Characters

Character	Description	Characteristics
<p>Milo the Mummy</p> 	<p>Milo the Mummy is a main protagonist of the game. He is small and wrapped up in bandages as all mummies are.</p>	<p>Milo the Mummy is very curious about the world he woke up in. He has an ability to use bandages for quicker movement and defeating the enemies.</p>
<p>Scorpion</p> 	<p>Scorpion is first appeared enemy in the game. They are dark purple and black colored with quill right above the head.</p>	<p>Scorpion is a ground type enemy, known for its toxicity, who moves left-right.</p>
<p>Scorpion, goddess Serket</p> 	<p>Goddess Serket is first boss of the game. It's not much different from Scorpion enemy, she's much bigger. Colors are also dark purple and black with golden glow behind her.</p>	<p>Goddess Serket is ground type boss known for its toxicity, who moves left-right faster than usual scorpion enemy and shoots poison from a quill.</p>

<p>Falcon</p> 	<p>Falcon is another enemy in the game in a shape of a bird. Falcon is green and golden colored.</p>	<p>Falcon is a flying type enemy. It moves left-right or up-down.</p>
<p>Falcon, god Horus</p> 	<p>God Horus is second boss of the game. He is bigger than usual falcon enemy. God Horus is green and golden with a golden glow behind him.</p>	<p>God Horus is a flying type boss. It moves left-right or up-down faster than usual falcon enemy. It can charge at player as a surprise attack.</p>
<p>God Anubis</p> 	<p>God Anubis is God of the dead, he carries the dead to the judgement place of the Underworld. He is represented by the figure of a man with the head of a jackal. His color palette is black and gold.</p>	<p>Anubis represents a boss in final level. He moves left-right and it's only able to be killed with mummy's special power.</p>

Gameplay

Overview of Gameplay

Pyramid escape is a 2D adventure platform game inspired by most popular platform game of all time – Super Mario, Unravel and Hollow Knight. Unlike Super Mario, this game simulates 3 dimensional space, but game mechanic is pretty much the same. Player is able to move left-right (or forward-backward), jump and by jumping on the enemy player is able to kill the enemy. In comparison with Unravel, game art style is flatter and cartoonish, but game's peaceful atmosphere is something to be achieved. Hollow Knight has the closest wanted art style, something 2D with feeling of 3D, and just like the knight gains Soul, which is stored in the Soul Vessel and can be used to cast spells, in Pyramid escape Milo the Mummy has to collect bandages for him to be able to use them as a weapon. This game also has educational and historical aspects and it will be available for Windows PC platform.

Player Experience

The game starts with a small intro where you meet the lead character – Milo the Mummy. Just like the mummy you don't know what to expect through gameplay. This intro gives you hint what you'll need to collect during the game to find out full story. And then your adventure starts.

First few levels are like tutorial levels and they are the shorter ones. Length of the level can be presented by the pyramid shape. First three levels are the top section of the pyramid, second three levels the middle part and last three levels the bottom part of the pyramid.

In the first level you'll learn what you need to collect during the gameplay – hieroglyphics, to complete the story at the end of each level. You cannot pass the level if you don't collect all hieroglyphics. In this simple level you'll also learn how to move – left, right and jump. At the end of first level, first story is complete and you learn about gods of Ancient Egypt. This story is, just like the intro, a hint what can appear in further gameplay, in this case as the enemy types.

Second level brings you your first enemy in a shape of a scorpion. This ground type enemy is easy to kill by just jumping on it. But be careful, it can also take your life. In the game you are granted of five lifes total. After completing this level another story forms. In this story you'll learn about *wedjat eye amulet* which represent a life gain in the further gameplay.

Third level is the last level of the first section of the game. This level is a bit longer than the previous ones, but it contains everything learned so far accompanied with more intriguing game design. At the end of this level there is a small boss fight with the scorpion goddess, not much different from the enemy scorpions. The only difference is in its size and health points which means you'll need to try a little bit harder to defeat her. After defeating the first boss the first section of the game is over and the first part of the pyramid is complete. From this point on, levels are becoming a bit harder. The story you'll learn after this level is about Pharaohs.

With the fourth level starts a second section of the game – the middle part of the pyramid is open. Levels are becoming longer and there is a new game design of the levels introduced. This new game design consists of the different rooms inside of each level. To complete whole level, you need to pass through all rooms. These rooms are like mini levels inside a main level. In regards to new game design, at the end of fourth level you'll learn something about pyramids.

Fifth level introduces a new type of enemy, the flying type. This enemy is presented as a falcon and it represents a more of the challenge for you, as it can move left-right and/or up-down. It can also be killed by jumping on it. The ending of this level brings the story about mummification which is also a hint for new game mechanic coming up.

Level six is an important one because new aspect of the game is introduced. That new aspect is mummy's special power to move quickly and beat enemies easier by shooting the bandages like boomerang at the enemy, especially the boss type enemies. This special power is gained through little collectable ball of bandages that appear when enemy is killed and also as a bigger glowing ball of bandages that appear on random points in level where you could use it for jumping further than usual. As level six is the last level of middle section of the pyramid, at the end there is another boss which you need to defeat to continue the game. This boss is in form of a falcon type enemy with little booster of abilities – it can charge very quickly on you and take your life. The new special power is of a good use in this fight. After defeating the boss you discover different writings on the wall - the Egyptian *Book of the Dead*.

With level seven starts the end game, the bottom part of the pyramid is open. From this level on, levels became bigger and significantly harder. Enemies become stronger and harder to defeat, and *wedjat eye amulet* rarer. At the end of this level you don't learn anything, you just fill missing pieces of the writings on the wall with collected ones.

Eight level is pretty much the same as the level seven with a little twist at the end. In the last room of this level you'll face a different game design style. All you need to do is use special ability to avoid falling into darkness. As long you don't pass this room you cannot complete the level. After completing this level you'll learn everything about the Egyptian *Book of the Dead* and this whole gameplay will seem so much clearer.

Ninth level is the final level of the game. This is the point where you need, as a mummy go through the real *Book of the dead*. And at the end there is a final boss fight with *Anubis*, God of the dead. The outcome of the fight will decide are you going to the *Field of Reeds* to live along the side of *Osiris* or you disappear from this world.

Gameplay Guidelines

You play through the game with only one character – lead character Milo the Mummy. Game has three stages of difficulty which get harder and harder as game unfolds. First three levels are beginner's one, second three levels are medium difficulty and much longer and final three are the hard ones. Game is designed for all ages with relaxing environment and predisposition to just have fun, so there is no violence and bad language use.

Game Objectives & Rewards

The objective of the game is to help mummy figure out what has been like living in the Ancient Egypt, and through the game player as a bonus learns about Ancient Egyptian culture. The game is designed in a way that player gets new ability after completing almost every level. But if player does not succeed in completing a level, he/she will be returned to the beginning of the certain level. It important to emphasize that in levels 4 to 9 (the levels with multiple rooms) player is returned to the beginning of the each failed room. Complete rewards, penalties and difficulty levels system is listed and explained in tables below.

Reward	Condition
Level 2 - new enemy	To get this reward player needs to successfully collect 3 hieroglyphics and complete first story about Egyptian gods
Level 3 – ability to gain a taken life	To get this reward player needs to successfully collect 5 hieroglyphics and complete second story about <i>wedjat eye amulet</i>
Level 4 – new game design	To get this reward player needs to successfully collect 11 hieroglyphics and complete third story about Pharaohs
Level 5 – new enemy type	To get this reward player needs to successfully collect 25 hieroglyphics and complete fourth story about pyramids
Level 6 – ability to use special power	To get this reward player needs to successfully collect 25 hieroglyphics and complete fifth story about mummification
Level 7	To get this reward player needs to successfully collect 25 hieroglyphics and complete sixth story about the Book of the Dead
Level 8 – new game design	To get this reward player needs to successfully collect 35 hieroglyphics and start completing seventh story
Level 9	To get this reward player needs to successfully collect 35 hieroglyphics and complete seventh story about the Book of the Dead

Penalties	Condition
Lose a life	Get in interaction with the enemy (scorpion, falcon, Anubis) which is not jumping on it, or falling into the darkness in eight level
Repeat a whole level – game over	Lose all five lifes

Difficulty Levels	Level
Easy	Levels 1 to 3
Medium	Levels 4 to 6
Hard	Levels 7 to 9

Gameplay Mechanics

Just like in all platform games, player's character moves in two directions (left and right) and it can also jump. The same goes for enemies, but depending on enemy type there is two possible directions: left- right or up-down. Player is also presented with a map which he/she can access at the end of each level or room. Map is in pyramid shape and it contains all available levels. Levels which player has successfully passed became unlocked so player can replay them at will, but other levels remain locked until player reach certain level. Pyramid map is divided in three sections which represent difficulty level. After every level comes cut scene which in some way gives hints to player what to expect in upcoming levels. Through gameplay, player can collect different collectables, three in total. Each collectable has different meaning. In tables below are listed and explained every player ability, every difficulty level and each collectable.

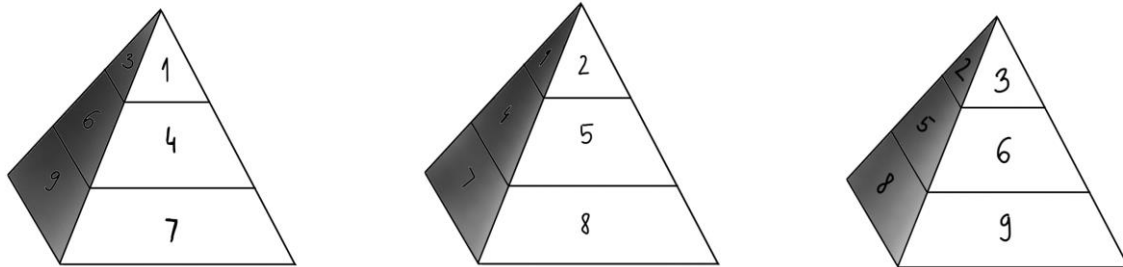
Character Attributes	
Character	Movement Abilities / Actions Available
Milo the Mummy	Basic movement left-right Basic jump Jump attack – when jumping on enemy player makes damage Special power attack – shoots bandages at enemies if it has collected them. With each shoot, player loses one ball of bandages Special power long jump – when in interaction with glowing ball of bandage player is able to jump further than usual

Scorpion	Basic movement left-right When in interaction with player takes half a life
Scorpion goddess	Basic movement left-right Shoots poison on player which take player's one life When in interaction with player takes one life
Falcon	Basic movement left-right or up-down When in interaction with player takes one life
Falcon god	Basic movement left-right or up-down It can charge very quickly on player and take life When in interaction with player takes one life
Anubis	Basic movement left-right Basic jump It uses cane to make damage from a far and take one life When in interaction with player takes one life
Game Modes	
Easy	Less enemies Enemies make less damage Enemies are easier to kill Shorter levels Easier to advantage to higher levels
Medium	New enemies Enemies make more damage Enemies have more health points so they are harder to kill Longer levels – new game design More collectable count
Hard	Much stronger enemies - enemies have much more health points so they are harder to kill Longer levels than previous ones One new level design Life collectable becomes rarer Big boss fight at the end
Scoring System	
Points/Coins/Stars/Grades/Etc.	How it's Awarded & Benefits
Hieroglyphics	Player can find them in each level They are a requirement to completing a certain level

Wedjat eye amulet	Player can find them after third level It gives player back taken life At beginning they are frequent but with level advancement they become rarer
Ball of bandages	Player can find them after sixth level It gives player ability to use special power – shooting balls Player can't collect more than 5 balls of bandages It can be collected after killing an enemy

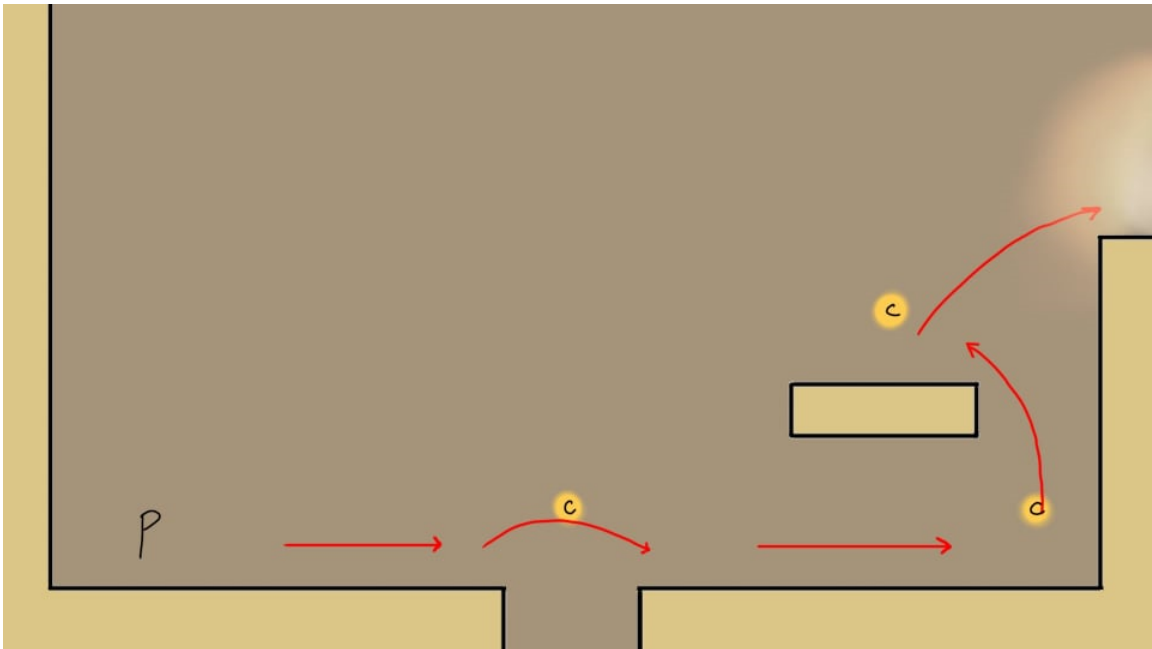
Level Design

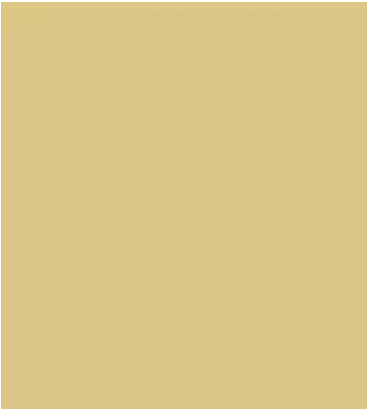


Pyramid escape is game with 9 levels. Those levels are presented with pyramid shape. First three levels are the top section of the pyramid, second three levels the middle part and last three levels the bottom part of the pyramid. For better perception look at images below.



Level 1

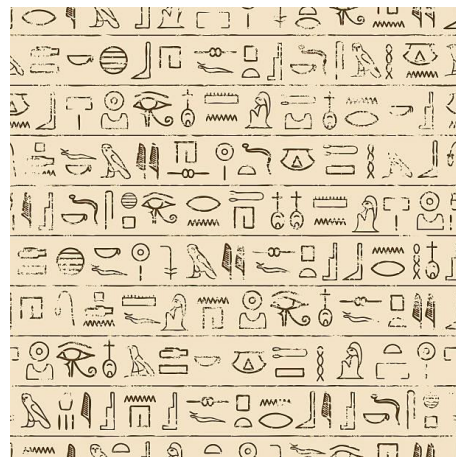
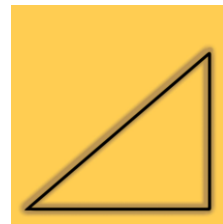
Level 1 supposed to be the easiest one where player learns how to control character. In this level are included platforms, of course, and one type of collectables – hieroglyphics.






Legend	Description
<p>Color</p> 	<p>This color represents platforms in game on which the player will move. Their design is inspired by pyramid stones texture. Here's an image to use for inspiration:</p> 
<p>Color</p> 	<p>This color represents background in the game and it's not interactable, but fully decorative. These background are inspired by Egyptian's writings on the wall. Here's an image to use for inspiration:</p>



This represents a collectable in the game, in this case hieroglyphics. Their design will be something like this inspired by real hieroglyphics :

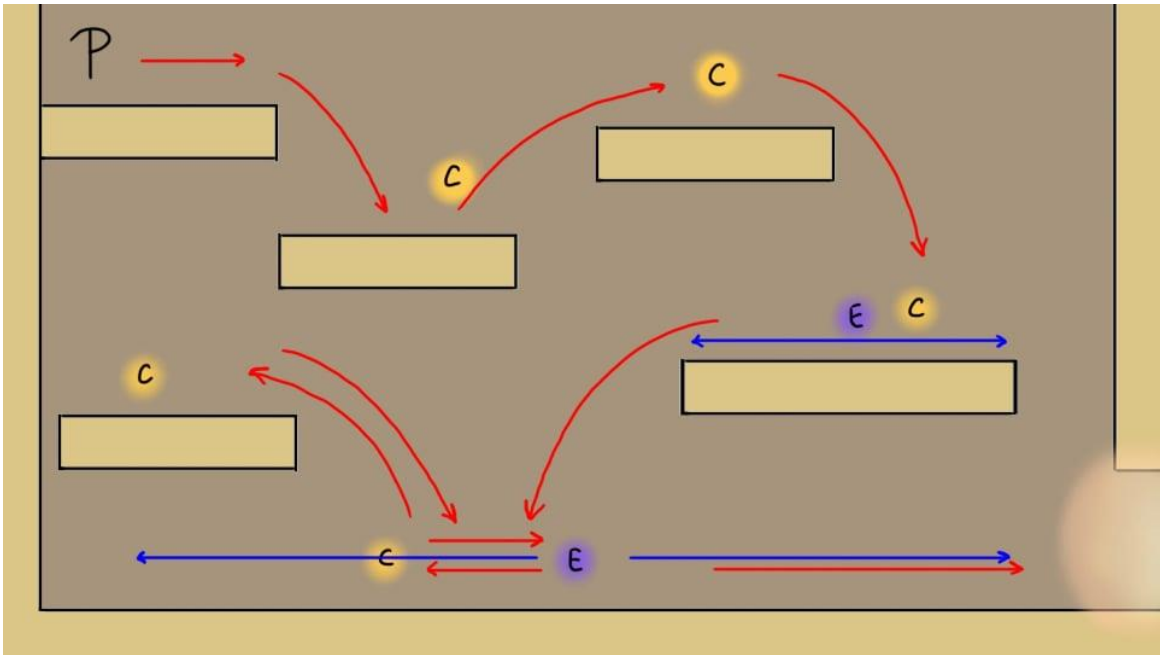





And there will be different kinds (different sign) of hieroglyphics.

	This represents player's starting point.
	Red arrows represent player's possible movement to pass this level.
	The glow on the picture represent the exit, as passing the level.

Level 2

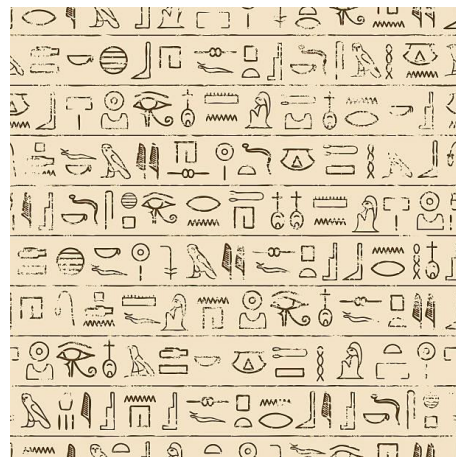
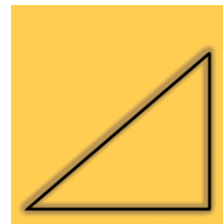
Level 2 is also the easy one where player meets the first enemy – scorpion.








Legend	Description
<p>Color</p> 	<p>This color represents platforms in game on which the player will move. Their design is inspired by pyramid stones texture. Here's an image to use for inspiration:</p> 
<p>Color</p> 	<p>This color represents background in the game and it's not interactable, but fully decorative. These background are inspired by Egyptian's writings on the wall. Here's an image to use for inspiration:</p>



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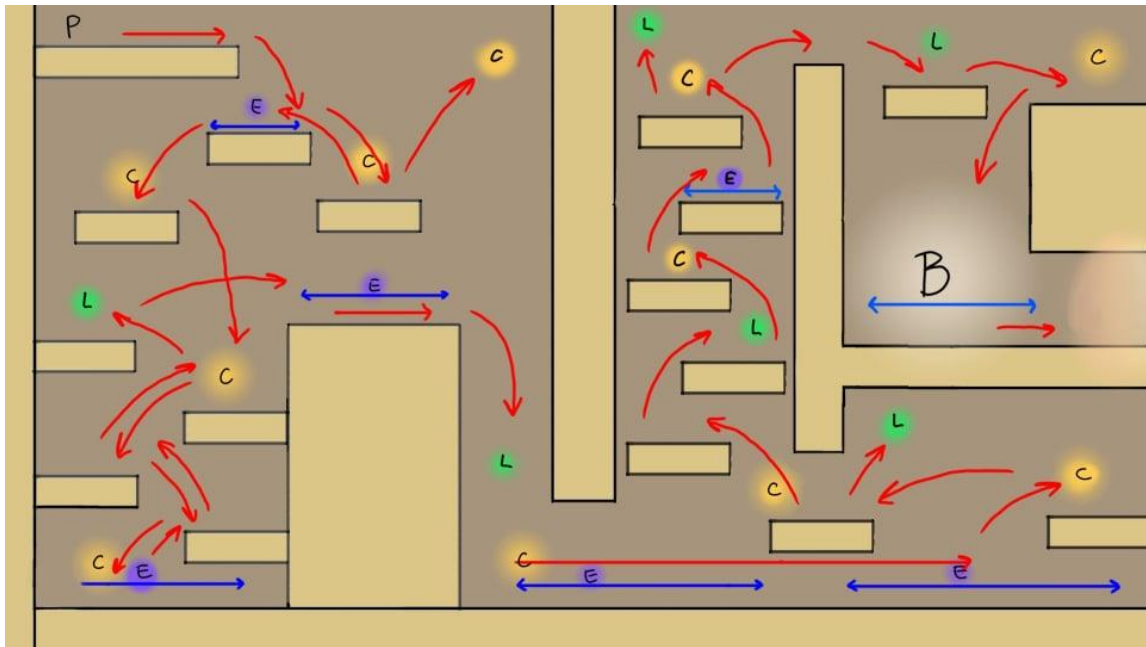





And there will be different kinds (different sign) of hieroglyphics.

	This represents a place where will the enemy appear. The purple color indicates that the enemy is scorpion.
	This represents player's starting point.
	Red arrows represent player's possible movement to pass this level.
	Blue arrows represent enemy's way of movement.
	The glow on the picture represent the exit, as passing the level.

Level 3

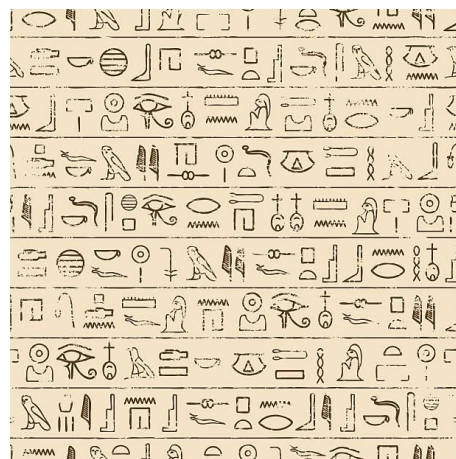
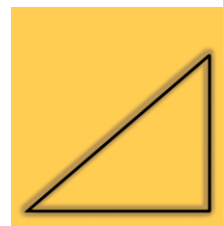
Level 3 is final level in first section. In this level is introduced new type of collectable - *wedjat eye amulet* that brings player life and new type of fight – the boss fight.








Legend	Description
<p>Color</p> 	<p>This color represents platforms in game on which the player will move. Their design is inspired by pyramid stones texture. Here's an image to use for inspiration:</p> 
<p>Color</p> 	<p>This color represents background in the game and it's not interactable, but fully decorative. These background are inspired by Egyptian's writings on the wall. Here's an image to use for inspiration:</p>






This represents a collectable in the game, in this case hieroglyphics. Their design will be something like this inspired by real hieroglyphics :



And there will be different kinds (different sign) of hieroglyphics.

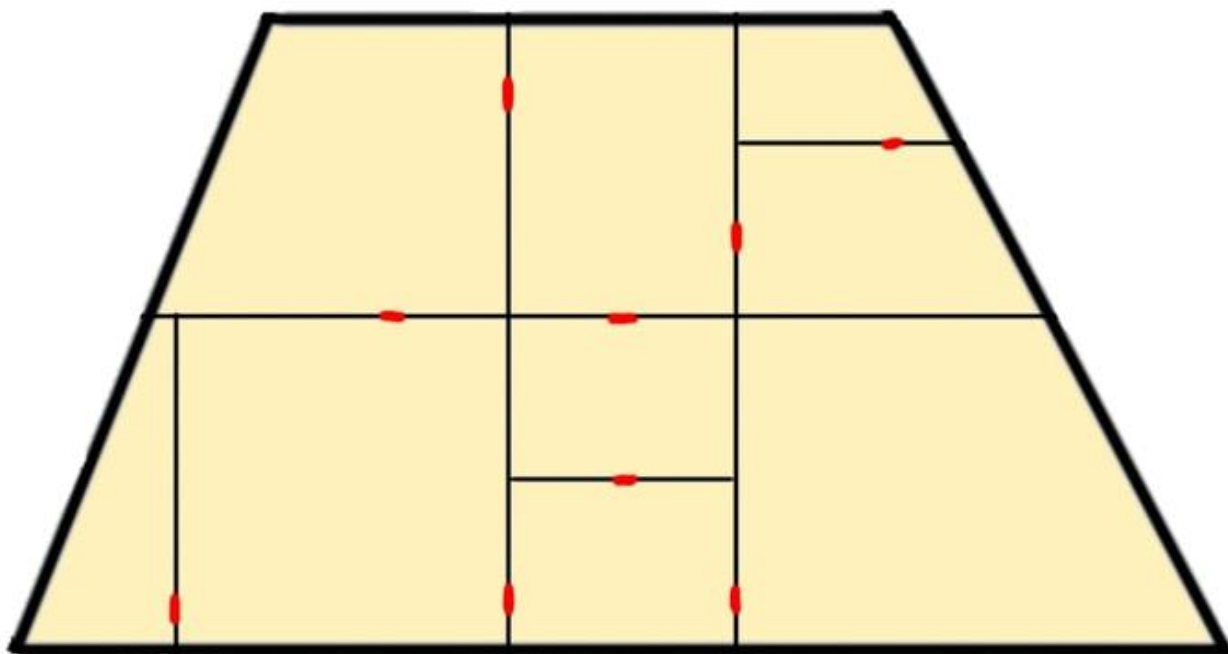
	<p>This represents a place where will the enemy appear. The purple color indicates that the enemy is scorpion.</p>
	<p>This represents where the new life will appear. The new life collectable is inspired by <i>wedjat eye amulet</i>. Here's an image for reference:</p> 
	<p>Glow with a letter B represent where the boss fight will take place.</p>
	<p>This represents player's starting point.</p>

	Red arrows represent player's possible movement to pass this level.
	Blue arrows represent enemy's way of movement.
	The glow on the picture represent the exit, as passing the level.

Level 4

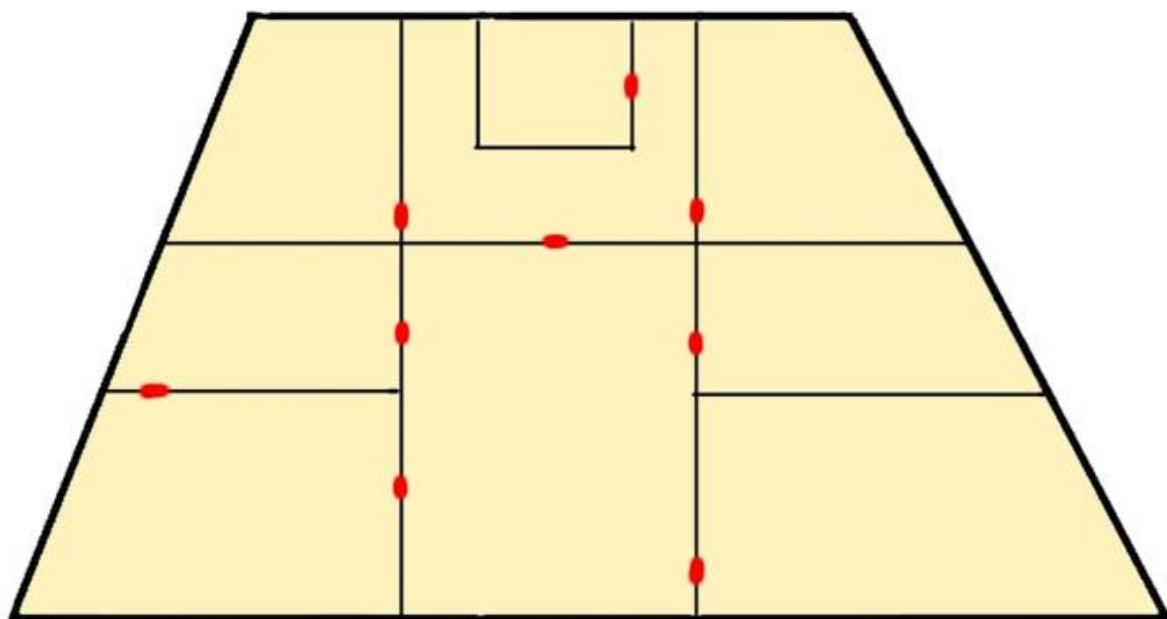
Level 4 introduces new game design type – whole level is divided in rooms. This level is divided in 9 rooms total. Everything from previous levels and legends is the same in every room in this level. The red color in picture below represents “a door” to the next room. There is also a new wall design type included in this level and levels on inspired by:





Level 5

Level 5 also consists of 9 rooms which player has to go through to complete whole level. Layout of rooms can be seen on image below.

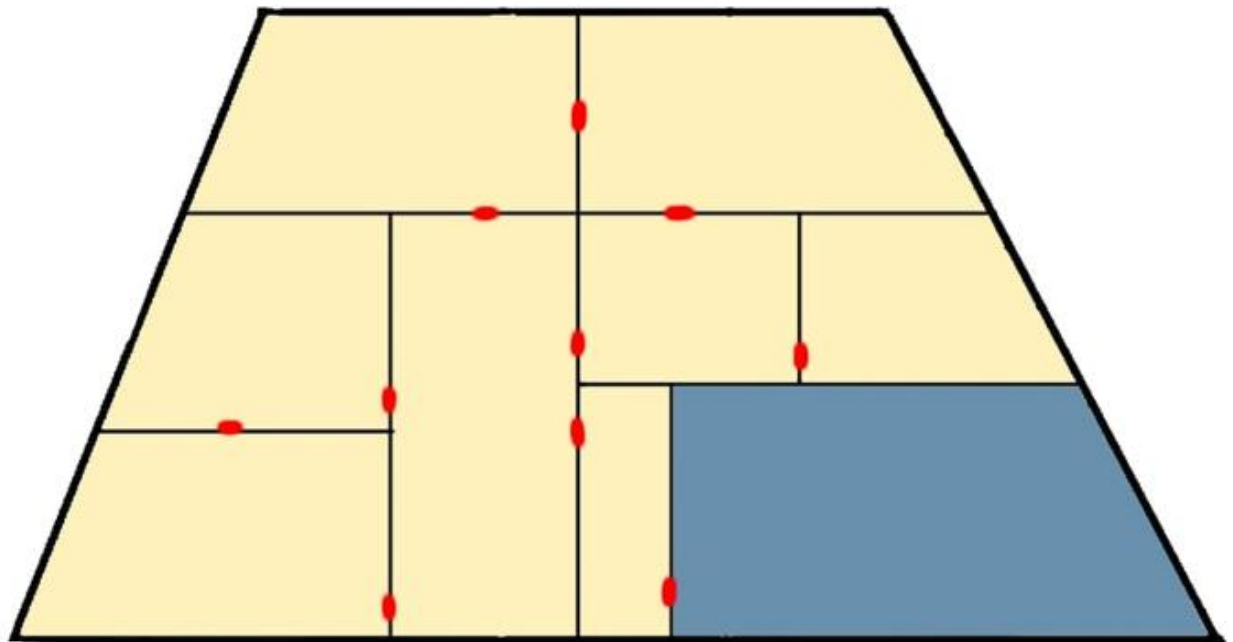


Level 6

Level 6 is the final level in second section of pyramid scheme and there is a boss fight expected at the end. The boss fight takes place in vary last room of the level – the blue colored room. In this level also appears new collectable – ball of bandages which represent ability to use special power. That collectable would look something like this:

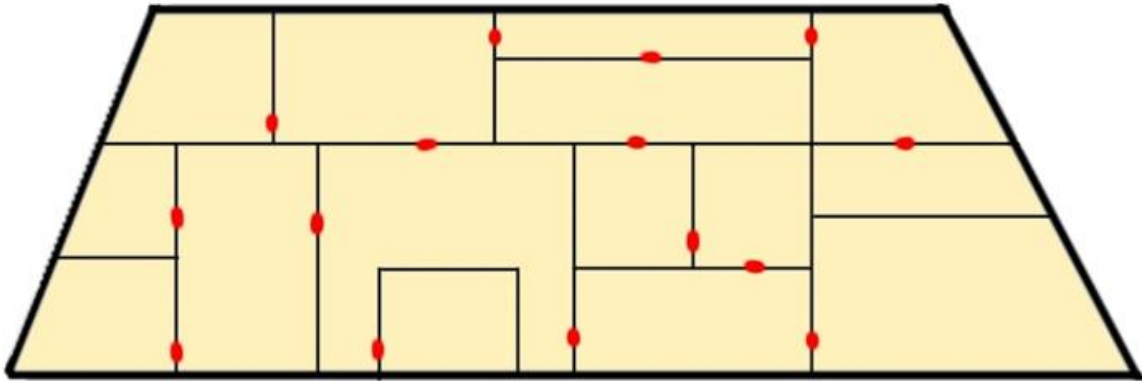


Level 6 also consists of 9 rooms which player has to go through to complete whole level. Layout of rooms can be seen on image below.



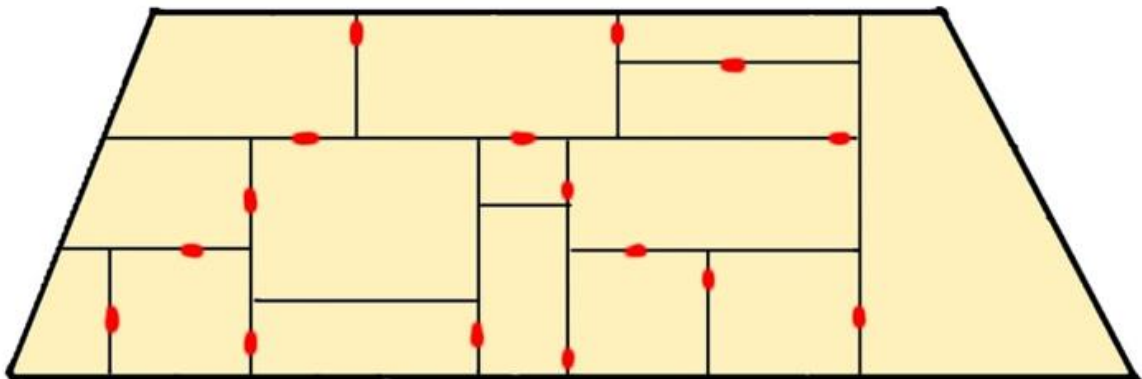
Level 7

Level 7 design represents final length of levels. This level is divided in 15 rooms total. For the inspiration of every room in this level, and levels on, is the Egyptian Book of the Dead. That inspiration is shown in new wall design type:



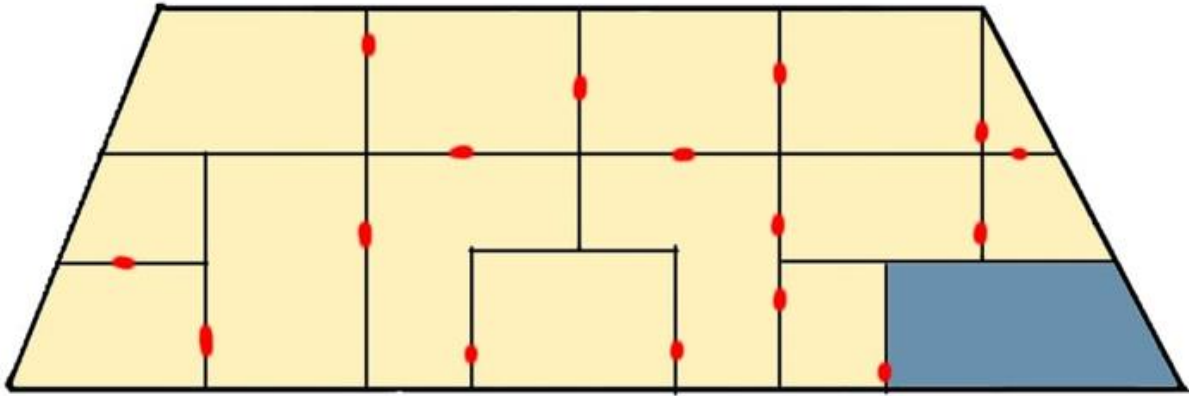
Level 8

Level 8 also consists of 15 rooms which player has to go through to complete whole level. Layout of rooms can be seen on image below.



Level 9

Level 9 also consists of 15 rooms which player has to go through to complete whole level. In last room, blue colored room, will be final boss fight. Layout of rooms can be seen on image below.



Control Scheme

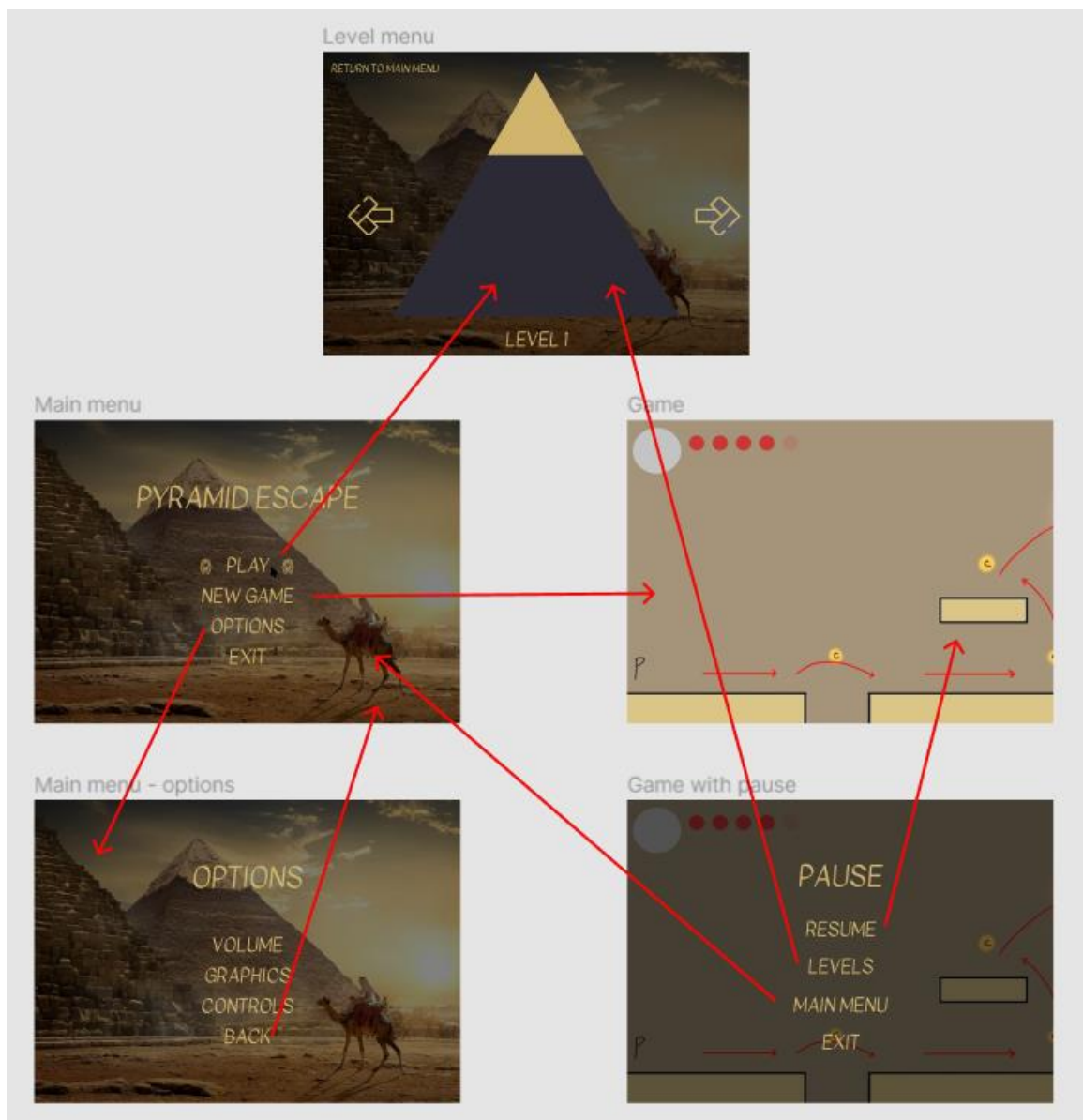
Game is controlled using only keyboard. Left and right arrows are used for navigation and space for jumping. While playing player can press esc button to pause the game if he/she wants to. For using special power, the shooting style, player needs to press F button. But for using special power for longer jump, player needs to press E. For the most of the time it will be necessary to combine space and pressing E to use special power smoothly.

Button/ Touch Input	Action it Performs
F	Shoot ball of bandages
E	Special power long jump while interacting with glow ball of bandages
Space	Jump
Left arrow	Move left
Right arrow	Move right
Esc	Pause
Space + F	Jump and shoot

Game Aesthetics & User Interface

As the genre of the game is platform game it will naturally be in two dimensional space, but with look and feel of three dimensional space. That design will be achieved through right positioning of assets, as columns, walls, torches, stones and so on, and lightning. Pyramid escape's graphic don't attempt to look realistic or detailed, it's supposed to be fun and relaxing - planned to suit all group ages which is going to be achieved with cartoonish art style. Animations and lighting in this game are the one who bring dynamic and feel of action. Through the lightning and mystical audio, player will feel like a real adventurer exploring a lost and forgotten treasures of Ancient Egypt.

User interface consists of three main scenes – Main menu, Level menu and Game. All three scenes are connected through buttons. That connection can be seen in image below.



Main menu consists of four buttons – Play, New game, Options and Exit. While hovering on these buttons little pharaohs vectors appear on both side of the button. “Play” button leads player to Level menu so player can choose which level to play. “New game” button leads to “Game” scene because the game is starting right away with introduction story. “Options” button open new sub-menu called “Options” where player can make some changes in game depending on his/hers preferences. And lastly Exit button quits the game.

Level menu provides access to all levels in the game – locked and unlocked. On image above with yellow triangle represents unlocked level, while blue triangle represents locked level. On this menu there are also three buttons – left arrow, right arrow and

“Return to main menu” button. With left and right arrows player is able to rotate pyramid shape and see all locked and unlocked levels. By clicking on some unlocked level “Game” scene starts with selected level.

Game UI is very simple and consists of displaying special power strength level and currently available lives or taken lives. By clicking the Esc button on keyboard, “Pause” sub-menu opens up. “Pause” menu represent pausing the game and offers different actions for the player, like resuming the game, going to “Level menu”, going to “Main menu” or quitting the game.

Schedule & Tasks

Tasks to Complete & Schedule				
Tasks	Task Lead	Start	End	% Complete
Development Phase				
Design				
Storyline	Bernarda Špoljarić	14.11.2021.		
Level Mechanics				
Art				
Level 1				
Level 2				
Level 3				
Level 4				
Level 5				
Level 6				
Level 7				
Level 8				
Level 9				
Special FX				
UI				
Engineering				
Production Pipeline				
Prototypes				
Audio				
Sound Design				
Milestone: Game Play Features & Music				
Testing Phase				
Test Plan				
Beta Testing				
Milestone: QA Testing				
Deploying Phase				
"Go Live" Plans				
Milestone: Ready for Usage				