Project bookworm:

### **1. Game Overview**

* **Game Title**: Project bookworm.
* **Genre**: closed sim, relaxed.
* **Target Audience**: TBD.
* **Platform(s)**: PC.
* **Game Vision**: a small room with a shelf with pdf's turned books.
* **Unique Selling Points (USP)**: would provide an easy way to make long pdf’s readable and interactable.
* **Project Scope**: small. But easily doable for more pdf’s.

### 

### 

### 

### 

### 

### 

### 

### 

### 

### 

### 

### 

### 

### **2. Game Mechanics**

* **Core Gameplay**:
  + Pick up books and read
  + read
* **Controls**:

|  |  |
| --- | --- |
| forwards | W |
| backwards | S |
| left | A |
| right | D |
| Pick up | E |
| Put down | Q |
| Flip page right | Right arrow key |
| Flip page left | Left arrow key |

* **Player Actions**:
  + Walk
  + Look around
  + Pick up book
  + Turn pages
  + Put down book

### 

### **3. Story and Characters**

* **Narrative**:
  + No story, just a room.
* **World Overview**:
  + One room with a bunch of books to read.
* **Non-Playable Characters (NPCs)**:
  + No npc’s

### 

### **4. Levels/World Design**

* **Level Overview**:
  + Summary of how many levels there are and what players experience in each.
* **Level Objectives**:
  + Describe key objectives or missions in each level.
* **Environmental Design**:
  + Key environmental themes (e.g., forests, dungeons, space).

### **5. Visual Design: TBD**

* **Art Style**:
  + Overall look and feel (e.g., cartoonish, realistic, minimalist).
* **Concept Art**:
  + Placeholder for concept sketches of environments, characters, and UI.
* **User Interface (UI)**:
  + Wireframe of menus, HUD, and user experience flow.
* **Character Design**:
  + Detailed description of character visuals (appearance, clothing, animations).
* **Environment Design**:
  + Visual elements for different locations, textures, and lighting.

### **6. Technical Requirements**

* **Engine**: unity
* **Platform Specifications**:
  + TBD
* **Save Systems**: TBD.
* **Third-Party Tools**: TBD.

### 

### 

### **7. Monetization (If Applicable)**

* **Pricing Model**:
  + Free-to-play
* **In-game Purchases**:
  + No in game skins planned.

### 

### **8. Team and Roles**

* **Development Team**:
  + me
* **Outsourcing**:
  + tbd

### **9. Development Timeline**

* **Milestones**:
  + Pre-production; figuring out a way to turned pdf pages into textures
  + alpha; 1, has a way to make those textures added dynamically so any size could fit. 2 move the book around and zoom
  + Beta; able to add more books
  + launch.
* **Tasks**:
  + TBD
* **Risks and Contingencies**:
  + TBD

### **10. Appendix**

* **Glossary**:
  + Definitions of game-specific terms.
* **Reference Materials**:
  + Any references for inspiration or technical documentation.
* **Additional Documentation**:
  + Link to additional documents like art bibles, technical specs, or design inspirations.

Extra notes:

* Make een planning over de taken van de werkprocessen.
* Schema techniek, make diagram/figma over hoe je het will doen
* Class diagram
* Link code in user stories
* Beschrijf code conventies
* Testen scenario opschrijven
* Maak sprint retrospectives
* Make veel feedback en noteer het