**Scope and Limits**

With time limits such as we have now, it is obviously impossible for us to have a completely finished product for people to be able to play and enjoy, therefore an appropriate scope for the project is needed as well as setting limits to what we can do in the given time frame.

First of all playability, this one is quite obvious, in this 4 weeks, we will try to make it a fully functioning demo of the game with the appropriate menu interactions as well as gameplay, the plot will be added if we had more time, but maybe 2 to 4 working levels with this kind of timeframe given I think is appropriate and realistic if we want it to be as polished as possible, meaning little bugs and glitches that might occur when people starts playing. Puzzles among each levels that players have to go through should be considered carefully as well, to make sure the game is compelling and interesting to play.

The most important part of our project, which is the play to earn aspect of the game will still be added, for it is the identity of the whole project, players will still get to earn items and sell it off as nfts but since it is only a rough demo of the game and its small reputation, they may not worth as much as we want or expect them to be.

There are many limits on what we can do as well with the tools, budget, and time given of course, and our scope is based solely on them, such as we can’t have as many mysteries as we wanted for players to discover or the visuals will look somewhat rushed and cartoony, etc. Not just that, any special easter eggs, secret lore like what other games have would not be included in ours.

But of course, if we were to keep working on the game, more and more things will be slowly added, including online events, more levels, characters and items.

Overall, the game will be a fully functioning game with the scope we have for our project, but may not be as big as our expectations and or other people’s.