Code Design in Unity <Basic Turn-Based> - Project Proposal

Zach Tucker

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# Premise & High Concept

3 people hunt monsters for their job. They are called upon to kill monsters that are threatening the town. The player chooses how the battle plays out and if they win or lose

# Timeline

The end of the first week I should have a battle menu that is fully interactable, Players and Enemies with stats that I can change easily. Major milestones will be fully interactable battle menu, and a smooth battle scene. The build is due on the end of the 2nd week.

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| **Week** | **Build/Game** |
| Day 1 | Menu finished and interactable |
| Day 2 | Player can interact with the menu and attack |
| Week 1 | Fight Scene fully interactable |
| Day 4 | Multiple types of enemies |
| Day 5 | Overworld |
| Week 2 | Extras added to fight |