Project DRAGON

1. Player Character Movement

1.1. Assets

1.1.1. Player Character Type 1

1.1.1.1. Animation

1.1.1.1.1. Walk / run animation

1.1.1.1.2. Melee attack animations

1.1.1.1.3. Ranged attack animations

1.1.1.1.4. Hit reaction animations

1.1.1.1.5. Special attacks animations

1.1.1.1.6. Death animations

1.1.1.2. Character Model

1.1.1.2.1. Model

1.1.1.2.2. Texture

1.1.1.2.3. Rigging

1.1.1.3. Visual Effects

1.1.1.3.1. Attack(s)

1.1.1.3.2. Hit reaction(s)

1.1.1.3.3. Power up(s)

1.1.1.3.4. Special Attacks

1.1.1.4. Audio

1.1.1.4.1. SFX

1.1.1.4.2. Voice acting?

1.2. Functionality

1.2.1. Pathfinding / collision

1.2.2. Animation blending

1.2.3. Controls are implemented and tuneable

1.2.3.1. Mouse / keyboard

1.2.3.2. Gamepad controller

1.2.4. Camera placement and tuning

1.2.5. Variables exposed:

1.2.5.1. Player Movement speed

1.2.5.2. Camera distance

1.2.5.3. Camera angle

2. General Game Functionality

2.1. Pause menu

2.1.1. Volume controls

2.1.2. Keyboard customisation

2.1.3. Save / Load

2.2. Saving and loading

2.2.1. Assets

2.2.1.1. UI and feedback screens

2.2.2. Functionality

2.2.2.1. Player Initiated Saving

2.2.2.2. Game Initiated Saving

2.2.2.3. Multiple Save Slots / Load Screen

2.2.2.4. Delete Save Game

2.3. Sound Effects

2.3.1. Assets

2.3.1.1. Place link here for SFX asset document

2.3.2. Functionality

2.3.2.1. Trigger SFXs

2.3.2.2. Create easy SFX implementation tool

2.4. Music

2.4.1. Assets

2.4.1.1. Looping music track #1

2.4.2. Functionality

2.4.2.1. Trigger music

2.4.2.2. Stop music

2.5. Steam Integration

2.5.1. Big Picture Mode

2.5.2. Controller support

2.5.3. Steam Achievements

2.6. Beautification of the Game

2.6.1. "Post-processing to make the game as pretty as Unreal"

2.7. Customisable Keyboard mapping

3. Combat

3.1. Combat

3.1.1. Assets

3.1.1.1. Enemy Type 1

3.1.1.1.1. Animation

3.1.1.1.2. Character Model

3.1.1.1.3. Visual Effects

3.1.1.1.4. Audio

3.1.1.2. UI Assets

3.1.1.2.1. Damage points displayed on screen

3.1.1.2.2. Enemy health displayed

3.1.1.2.3. Player health displayed

3.1.1.2.4. Player Mana / Magic health displayed (?)

3.1.1.3. Visual effects

3.1.1.3.1. Hit reactions

3.1.1.3.2. Attacks

3.1.1.3.3. Death

3.1.2. Functionality

3.1.2.1. Basic attack

3.1.2.1.1. Player can attack enemies

3.1.2.1.2. Enemy can attack player

3.1.2.1.3. Characters have hit points and can take damage

3.1.2.1.4. Enemies can run at player

3.1.2.2. Attributes and Modifiers

3.1.2.2.1. Damage dealt can be modified by player stats

3.1.2.2.2. Player can buff their stats

3.1.2.2.3. Damage dealt can be modified by weapon stats

3.1.2.2.4. Damage received can be modified with armour

3.1.2.3. Energy Mechanic

3.1.2.3.1. Power attack / special attack uses energy

3.1.2.4. Special abilities

3.1.2.4.1. Power hit / damage

3.1.2.4.2. Area of effect attack

3.1.2.4.3. Stun / freeze mechanic

3.1.2.4.4. Heal

3.1.2.4.5. Buff Player's attribute (eg. strength)

3.1.2.4.6. Dash attack

3.1.2.4.7. Summon minion

3.1.2.4.8. Shield / invulnerability

3.1.2.4.9. Fast attack

3.1.2.5. Ability for player to switch weapons

3.1.2.6. Enemy AI

3.1.2.6.1. Move to player

3.1.2.6.2. Attack player

3.1.2.6.3. Heal

3.1.2.6.4. Run away

3.1.2.6.5. Pathfinding

3.1.2.6.6. Special attacks

3.2. Character Stats

3.2.1. Functionality

3.2.1.1. Strength

3.2.1.1.1. Modifies melee damage

3.2.1.2. Constitution

3.2.1.2.1. Modifies Health

3.2.1.3. Dexterity

3.2.1.3.1. Modifies ranged attack

3.2.1.3.2. Modifies dodge

3.2.1.4. Intelligence

3.2.1.4.1. Modifies spell power

3.2.1.5. Charisma

3.2.1.5.1. Modifies NPC dialogue options

3.2.1.5.2. Modifies shop prices

3.2.1.6. Health / HPs

3.2.1.6.1. Current health

3.2.1.6.2. Max health

3.2.1.7. Energy / Fatigue

3.2.1.7.1. Current Energy

3.2.1.7.2. Max Energy

3.2.1.8. Experience points

3.2.1.8.1. Current XP

3.2.1.8.2. Current level

3.2.1.8.3. XP / Level progression

3.2.1.9. Special abilities linked to stats

3.2.1.9.1. eg. Strength = weapons used; amour worn

3.2.1.10. Player fame

3.2.1.10.1. Modifies NPC reactions

3.2.1.11. Gold / money

3.2.1.11.1. Current amount of gold / money the character has

3.3. Character Progression / Leveling up

3.3.1. Functionality

3.3.1.1. Character gains experiences points

3.3.1.1.1. Killing enemies

3.3.1.1.2. Completing quests

3.3.1.1.3. Discovering new areas

3.3.1.2. Experience points linked to leveling up

3.3.1.3. Killing a specific enemy provides specific amount of XP to player.

3.3.1.4. When leveling up, player can spend points on character attributes

3.3.1.5. Using weapons (inflicting damage on enemies) increases attribute score for that weapon class.

3.4. Enemies

3.4.1. Enemy Special Attacks

4. Game Vision

4.1. Tech Stack

4.1.1. How do we build the game - tools, tech, process

4.2. Player Experience

4.2.1. Mood / tone / feeling of the game

4.2.2. Key Design Pillar(s) for the game

4.3. Product Remarkability

4.3.1. Single point of innovation for the game

4.3.2. Aspect of the game which will be remarkable

4.4. Art Direction

4.4.1. Reference images from internet

4.4.2. Art Concept Doc

4.4.3. ADD Concept Document Created

4.4.4. Target Game Screen

4.5. High Level Story

4.5.1. Who is the player?

4.5.2. What is the player trying to do?

4.5.3. What stands against the player?

5. Characters and Story

5.1. NPCs

5.1.1. Assets

5.1.1.1. NPC Models

5.1.1.2. NPC Animations

5.1.1.3. NPC voice acting?

5.1.2. Functionality

5.1.2.1. AI / movement / pathfinding

5.1.2.2. NPC Stats?

5.1.2.3. Quest event triggers

5.1.2.4. Quest event progress tracking

5.1.2.5. Quest completion feedback

5.1.2.6. Dialogue

5.2. Character Dialogue

5.2.1. Assets

5.2.1.1. User Interface / display for dialogue

5.2.2. Functionality

5.2.2.1. Editor / implementation system for dialogue

5.2.2.2. Editor / implementation system for triggering dialogue

5.2.2.3. Dialogue choices for players

5.2.2.4. Specific outcomes from dialogue

5.2.2.4.1. Inventory item is given or taken

5.2.2.4.2. Gold is given or taken

5.2.2.4.3. XP is given or taken

5.2.2.4.4. Quest is updated

5.3. Non-Interactive moments

5.4. Quest System

6. World Creation

6.1. Level Creation

6.1.1. Assets

6.1.1.1. Environment models for world

6.1.1.2. Props

6.1.1.3. Visual effects

6.1.2. Functionality

6.1.2.1. Level Editor

6.1.2.1.1. Placing Enemies

6.1.2.1.2. Placing world pieces

6.1.2.1.3. Placing events and triggers

6.1.2.1.4. Placing loot

6.1.2.1.5. Placing hazards

6.1.2.1.6. Placing collision / boundaries

6.1.2.2. Spawning Events

6.1.2.3. Level Loading

6.1.2.4. Doors

6.1.2.5. Locks

6.1.2.6. Level Streaming

6.1.2.7. Locked and unlocked regions

6.2. Game Progression

6.3. World Overview Map

6.3.1. Assets

6.3.1.1. World map (2D most likely)

6.3.2. Functionality

6.3.2.1. Movement on world map

6.3.2.2. Fast travel

6.3.2.3. Enemy encounters?

6.3.2.4. Locations to enter

7. Inventory

7.1. Inventory System

7.1.1. Weapons

7.1.2. Armour

7.1.3. Potions

7.1.4. Modifiers

7.2. Pickups / Loot items

7.3. Store / Shop

8. Customisation

8.1. Character Selection and Customisation

8.1.1. Different characters

8.1.2. Point distribution

9. Stretch Features

9.1. Crafting System

9.2. Resource Gathering

9.3. Companion Characters

9.3.1. Said that we don't do on Kickstarter

9.4. Easter Eggs

9.4.1. This was listed on the Kickstarter "Included" list but may be more of a level design sub-point than a feature