



TECHNICAL PROPOSAL

By: Olympus Daycare Team

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Below is our technical proposal and its breakdown.

Description of services
Game Design
Creating a new tutorial level where players learn how to play with each character individually
Camera Positions for each area
-The Manager character's (Hera) role will be more emphasized. -Situations will be added where Hera is needed. -Children will lose stamina faster and require her aid. -She will boost children faster
Main map will be adjusted so that moving through the map is based on completing area objectives rather than racing the timer.
Creating different objectives for the players to do and allow them to pass through the map
Set barriers that prevent players from moving from area to area without finishing each objective.
Coding
Implementing and debugging the new tutorial level.
Implementing the new timed and untimed objectives in the main map
Creating a level handler that will manage the progression of players through the level and determine which objectives are completed
Bug Fixes
Fixing missing colliders bug
Objects not spawning when they are supposed to
Players getting trapped behind obstacle when respawning
Only Aphrodite obstacles spawning at some point
Running different scenarios and making sure the game is running smoothly under unlikely scenarios to take the game from prototype phase to release.
Art Improvements & Modifications
Improving old environment textures
New environmental models and textures
New environment concept (3 areas)
Improved character textures
New gameplay UI.
-New Logo -New menus design and images (buttons, start menu, credits, setting, etc...) -New stamina bars
Improved Visual Effects
Using a different shader and improving post-processing effects