

**TECHNICAL PROPOSAL**

By: Olympus Daycare Team

Team Members: Fahmy Hady, Mohamed Hamza, Sara El-Shenawy, Hussien Hegazy

Below is our technical proposal and its breakdown.

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| **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 |