# Video Script Chips Challenge/ Temple Challenge

### What features do we need to show?

* Player basic movement
  + Trying to move into a wall
  + Trying to move into a door without the key/Tokens
  + Opening a door
  + Teleporters
* Player Inventory
  + Picking up an item
  + Losing the item after use
* Player Death
  + Death to Fire and water
  + Not dying if you have the item
  + Dying to Enemies
* Enemy movement
  + Dumb Follow
  + Smart
  + Wall follow
  + Line
* Game States
  + Winning a game
  + Save Game
  + Load game
* Profile Saving/Loading a game state
* Highest level
* Time

### ~~Where we can show the features:~~

~~We can use Level 1 to demonstrate basic player movement, collisions (doors and walls), door requirements. It can also be used to show player death to enemies, fire and winning the game.~~

* ~~Line follow Enemies and Wallhuggers~~

~~We can use Level 2 to demonstrate surviving fire with fire boots and water with flipper.~~

~~Level 3 can show Different Key doors~~

~~Level 5 can show Smart enemies and portals~~

### ~~Order we show~~

~~To show profile we Create a new profile close the game relaunch then load into the profile.~~

~~Demonstrate everything on the first level and finish the level, Basic player movement, collisions with doors and walls and door requirements. Show Player death to enemies and fire and finish the level.~~

~~(If the save game state is working, we can close it midlevel after picking up an item and then re load into the level).~~

~~Load into another profile that has done all the levels and proceed to demonstrate surviving fire on level2 same with Water.~~

~~Load into level 3 to demonstrate the different Key doors~~

~~Load into Level 5 to show smart enemies and portal movement.~~

**have some text or voice to show what we are trying to demonstrate.**

e.g. when we are showing player movement and collisions just have some text at the top or bottom to show that we are demonstrating Player movement and valid moves.

Created 4 Proof files

File 1 shows doors Teleporters winning and basic player movement

File 2 Shows player death to Fire and water and picking up the relevant items

File 3 shows basic enemies Wall line and dumb

File 4 shows the smart ai unless fixed cut away just before the crash

To show profile we Create a new profile close the game relaunch then load into the profile.

To show profile save load we start a level exit halfway through then load into the file (could kind of fake this) (could load into a premade file).

The video will be 2 different sections.

The first section will be focused on the core game functionality such as the player movement and the ai. This is covered in the 4 Proof files that were made.

The second section will be focused on showing everything relating to the GUI/ profile.

e.g. Save game load game and profile loading

**When we are showing a feature have a small band of text or audio that summarises what we are trying to show. E.g. first file will show player movement, collisions, items, winning, portals**