Milestone 1 Design Documentation
Team Siren

- Overall design of your game.
    - What are the scoring rules?
        - Collect items around the level to increase your score
    - How will it look?
        - Nonlinear open area with obstacles and collectables
    - What will the GUI control display/control and what will this look like?
        - Collectable counter in the corner of the screen that goes up when the player collects a collectable and goes down when the player interacts with a trap
    - What is your plan for sound?
        - We will get creative commons sounds from freesound.org
        - background music will loop for the whole game
        - sound effect will play when you collect something
        - sound effect that plays when you hit a trap
    - Are there any additional aspects of the game play?
        - No

- Software architecture and plan.
    - At a high level, how are you structuring scenes/classes?
        - The player package will be split into the following classes:
            - BasicMovement- implements WASD movement controls and jump/fall, sprinting
            - Walkable Angle
            - Ledge Fall/Ledge Stop/Ledge Hang
            - Gliding
        - Camera control class
        - Collectibles class
        - Trap class
        - GUI control class
    - How will you keep your code modular?
        - We will have different modules for several of the components of our player package, as described above
    - How will you keep track of game state?
        - We will have our simple game state of how many coins the player has collected in our GUI control class
    - Estimate how much work it'll take to incorporate each of the required capabilities.
        - Basic Movement (including our custom movement)- medium
        - Walkable angle- hard
        - Ledge Fall/Ledge Stop/Ledge Hang- really hard
        - Gliding- medium

        - Interaction with collectable- easy
        - Interaction with trap- easy
        - GUI- easy
        - Music integration- easy
        - Camera controls- hard
    - If it looks like you won't be able to meet your deadline, how can you scale back during the second week?
        - We will cut the most difficult aspect that won't break the game, which we estimate to be our ledge system

- Division of labor.
    - In terms of the delivered capabilities and software architecture, who is responsible for which parts of the code
        - Basic Movement (including our custom movement)- All of us
        - Walkable angle- Clinton
        - Camera controls- Gahwon
        - Ledge Fall/Ledge Stop/Ledge Hang- Gahwon
        - Gliding- Clinton
        - Interaction with collectable- Amber
        - Interaction with trap- Amber
        - GUI- Yijin
        - Music integration- Yijin
    - What is your plan for meeting up?
        - Sunday at 2pm
        - Communication using groupme
        - When needed