**Challenge Increase**

* Sprite adjustments
  + Per playtesting recommendations, sprites for the trowel have been adjusted for visibility and clarity. The key has also been given a custom look.
* Gates
  + This is less a challenge adjustment than a fix, but gates were added to some quest functions. The magpie must now be scared away before Lydia can retrieve the items from the nest. Ms. Gray will no longer repeat her entire introduction spiel but will give a simpler question that will hint the player back to what they need to do.
* Cues/hints
  + There were many hints already present, but additional hints for progressive actions can now also be found by looking at the environment and inventory items.

**Cut Content**

* Townsfolk+
  + I had originally planned to include a large cast of semi-important characters, or at least characters you could talk to and learn tidbits from or the like. That is no longer happening unless I have a lot of extra time. This would include an additional room serving as a town square with its own plentiful details.
* 3 puzzles cut to 2, 2.5
  + I probably won’t be able to make 3 full puzzles in time, so I’m planning on adding one more big one that might have just an extra step or two for substance. One aspect will include finding and collecting a few fiery feathers around an area or the game space as a whole.
* Animated/detailed icons and GUI (may return)
  + The waiting icon is animated, but others have not received effects for the sake of time.
* Webspinning, probably
  + The webspinning ability will probably be scrapped unless a good opportunity presents itself in the design of the next puzzle.

**Juice**

* Magpie
  + The spellcasting has received a Fireblast animation in conjunction with the audio.
  + The magpie sings (angrily) when you look at or speak to it. Lydia will also comment on its attitude while using the look function.
  + While the bird does not yet fly away (it only disappears), its wingbeats can now be heard.
  + Lydia may now also use the look function on the magpie, which will cue it making noise and her commenting on its attitude.
* Look at more things
  + The player can look at more aspects of the environment for more information, including:
    - Distant mountains (Ararat)
    - Historians’ Society Sign (space above door)
    - Historians’ Society Facade
    - All inventory items
    - Lydia Attulus (also interact and talk)
    - Magpie and nest items
* UI total revamp
  + Every visual in the GUI and every cursor has been updated with custom icons and/or colors.
* Ambient noise
  + Forest/natural ambience has been added to the Overlook and Outside the Historians’ Society rooms.

**Remaining Plans**

* Lydia still needs proper animations. It’d be a good touch to add footstep audio if I can.
* VFX will be included for the magpie flying away.
* 3 rooms must be added: the Presidential Study, the Ruins (Outside), the Ruins (Inside)
* The Historians’ Society Main Hall will receive numerous books, paintings, and other details that may be looked at or interacted with. The Society President will be included in the Study to send Lydia on her next quest.
* Quest 2 will involve the final 2 rooms and feathers collected around the map.
* More opportunities to use the fire spell will be added per testplayer demand.
* Rooms will be given illustrated backgrounds improving on their current grayscale sketches. If possible, extra life and animations will be added to spruce things up further.
* The exit of the Historians’ Society is currently broken and will only function if interacted with, not walked onto. This will be fixed.

**Final Submission:**

* Github URL: **GitHub has locked me out of my account via my browser at this time. As soon as possible, the GitHub Link will be added in a third submission to the assignment on Blackboard. I apologize for any inconvenience.**
* Itch.io link: <https://huntingbear.itch.io/the-phoenix-of-1899>
* Video walkthrough: <https://youtu.be/PfbY1ENf_uU>