**Video Plan:**

1. Introduction
   1. Title of game and theme
   2. Members of the group
   3. Timestamp summary of everything that’s in the video
2. Main menu
   1. User Profiles
      1. Create new profile and delete existing ones
      2. How to start the game after creating a profile
      3. Name, highest level reached
      4. Continuation of a profile
      5. Leaderboards
   2. Message of the Day
3. Intro into gameplay/ How to play (using the arrow keys to move around the board)
4. Tiles
   1. Walls, Ground, Goal, Fire, Door, (different colours and tokens), Teleporter,

\*\*the design specification say we need Fire but we have Lava--fixed\*\*

* + 1. Demonstrate pickup of collectables – keys, tokens, katanna and shoes
    2. Show the token door not opening, pickup correct amount of keys then it opens
    3. Show same for coloured doors
    4. Die by lava and water? Then show shoes working?

1. Collectables – picking them up and using them
   1. Token, Flipper, Fire, Boots, Key
2. Enemies – show each enemy working
   1. Straight line
   2. Wall following
   3. Smart
   4. Dumb
3. Player death – show what happens when the player is killed
   1. Level restarts after death
4. Level files – not sure if we have to show this
   1. Storage
5. Leader boards
   1. Top 3 quickest times for each level and user profiles that completes them.
6. Data Persistence – show that opening and closing the game doesn’t affect the data
   1. Data does not get lost upon closing and reopening the game
7. Pause game/Save game/Load game
   1. Can save game to file, reload it and be in the same state as before reloading
8. Extra features
   1. Audio
   2. Liam cameo (if we are doing this)
9. File manipulation

**Time Stamp:**