Rev 1 Plan

Team Roshambo

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Project Keep Warm has been developed for roughly 4 months, at beginning, we wanted our game to be a 2D strategy survival multiple players game. At this point, we have built the most gameplay through Unity Game engine, two players can control their characters to play the game. We have our basic win/lose concept finished and they can interact with the items (food, supplies etc.). Each player has their own inventory that they can store the items but this feature is still unfinished.

We still have some details that we need to work on for next couple months in order to complete our game and to make the game enjoyable. Here is the actual plan about tasks we need to work on, and the time we expect to finish these tasks:

1. Mac Version (Jan 21)

   The Mac Version of the game needs more testing so that it does not crash.

2. Gameplay problems to be addressed (Mid February).
   a. Given the instructions of the game for the player who plays the game first time

2. Gameplay problems to be addressed (cont.)

    b. Add pause/quit feature during gameplay

    c. Add settings feature that the player can customize the settings and control.

    d. Stop the animation after the game ends

    e. Add timer

    f. Add health bar

    g. Toxic gas should be more noticable.

3. Fix Game bugs (End of february)

    a. Interaction between players (can they push each other?)

    b. Jumping problems

    c. Character stuck problem.

    d. Sound effects being cut short or masked by other sounds

    e. Input bugs when trying to move up ladders

    f. Resolution changes cause certain menus to break.

    g. Minimap bug where great changes in player position cause map to become inaccurate

4. New Design Goals (End of april)

    a. More clear instructions for the player

        i. Control scheme presented to player in game

        ii. Visual to communicate what player should do

    b. Better input feedback on player actions (e.g. updated sound effects)

        i. More sound effects for different scenarios

        ii. visual effect on player when under a status effect (e.g. slowdown)

    c. New menu system to ease players in game

        i. Title screen

        ii. Option screen to select level and number of players

        iii. Allow players to exit game and return to starting menu

    d. More satisfying results when a game ends

        i. Player model victory animation

        ii. Victory/loss music

        iii. A more visually appealing game over screen with options to restart or exit game

4. Design Goals (cont.)

    e. Creating a more fair environment for the player.

        i. Informing visually to the player dangers that are approaching on them

        ii. Warn player if they are in trouble either through a message or visual cue

        iii. Allow the player some leeway when starting the game so that their turn doesn't end before they have a chance to know what is going on.