



User Story Analysis and Production Plan

Considering the specification and my previous research, I created a user story for my game. I then broke this down into sections for how Unity would represent these points and the assets and scripts I would need to produce in order to create the whole experience. I broke the assets needed into prototype, MVP, and MAP to create a production plan to help me identify which parts need to be created first and give my project structure.

USER STORY

Menu + game navigation | I wake up in bakery | find myself trapped | note explains why | discover dumb waiter | realise I need to send my captor a cake | Look for a recipe book | find its in locked safe | Find code to safe is on board | unlock safe and open book to recipe | find missing scraps of recipe from around the room | Combine ingredients from recipe | bake the cake in oven | Ice with relevant colours from dyes | send cake up dumb waiter | escape! | Die when timer hits 0

UNITY

Game manager switch between scenes | Scene takes in from black, cutscene of looking around plays to show bakery | camera shows locked doors | note pops up on screen | Dumb waiter is only interactable part of scene, is first thing they see | note pops up on screen | All other parts become interactable | When clicked on, camera shows that book is inside | Asks for 4 digit code, is pink, pink writing on board | safe becomes open when code is entered, book opens, too no page not pg, given note | Finds an hidden area so far deep to be found, when all 3 are found the recipe can be read | Objects from room can be added to bowl | cake can be added to oven, timer set | icing bags of different colours can be used to pipe on cake | Cutscene of cake going up | Apology note drops, key drops | Game over screen

PROTOTYPE COMPONENTS

Basic open screen - click to start | Basic cube models of bakery | Basic model of locked door | note #1 | Script gives cue when objects hovered over | note #2 | Models become interactable | Model of safe | chalkboard model (with writing) | Script: Safe unlocks and opens when code is entered | model of pieces | Models of ingredients | Model of oven | Model of icing bags | Model of button | note #4 | Script ends game when timer hits 0

basic lighting | short anim shows locked door | Script for pop up notes | Script reveal dumb waiter when clicked on | Bookcase model | When clicked on shows book inside and input panel | Pop up tells you if you enter code wrong | note #3 | image of whole recipe | Model of bowl | script to set timer and temp | Script: Click to get option to add to cake | Short anim shows cake going up | key unlocks door | Button to restart the game

Basic music plays in bg | Basic bg for note with default text | Model of dumb waiter and poster | Chest model | Recipe book model | recipe pops up when all 3 parts have been found | Script: Player can pick up items, add to bowl, | script wait seconds and cake is ready | key model

Timer in ui counts down | If wrong ingredients pop up says retry

MVP

Replay button after scene ends | Developed models for bakery setup | Full model of locked door | Note bg art, with relevant font | Full model of dumb waiter and poster | Player gets cake thought bubble pop up | Symbol for interactable objects | Animation shows book inside | Texture chalkboard, better font | Sound plays when safe unlocks | Thought bubble scraps of paper | Better models of ingredients | Anim of cake going in oven | Icing on cake models; 3 parts | Proper button model | Celebratory sound effect | Sad sound effect as you lose

Basic start menu | Specifically tailored lighting | Improved anim with new models | Pop up sound effect, crumpled paper | Animation of poster being pulled off | Player gets recipe book bubble pop up | Full textured models fo chest bookcase safe | Sound effect plays as you discover it | Wrong code sound effect | animation of door opening | UI beep Sound when recipe pops up | Sound effects for each ingredient | Anim of cake coming out of oven | Better icing bags | Timer decreases if cake is wrong | key unlock, chains drop sounds | Full menu screen to start and replay

menu bg music | Background music | Sound effect for locks rattling | Close note sound, ui beep | celebratory sound plays when you discover | UI beep when thought bubbles pop up | Input panel properly designed, textured | Animation of book opening to page | Sound when mix goes into tin | sound of oven door opening | Icing sound effect | Pop up says it was wrong

Proper asset for timer | Nice ui for options when you click on object | Thought bubble for code pops up | Model of ripped up page | sound effect as book opens | Cake looks burnt if wrong ingredients used | better cake and icing model | sound effects tray going in oven | Sound for setting timers | Sound when oven goes off

MAP

Flash screen with logo | Background music changes with events | Can access notes at any time from sidebar | Thought bubble sound effect | Bookshelf and chest have opening animations | Wrong code anim | Anim opening book improve; flick through pages | Sad sound effect when cake is burnt | Anim of icing being piped | Sound for button press | key unlock animation

After game choice to replay or menu | Timer changes colour as time runs out | Sound plays as you input each number | happy sound when cake is correct | Anim of wrong cake going in bin

Menu has anims and custom art | Textured models for whole bakery | Sound of cake going in bin