# Original notes:

* Street artist
* Trace a person's face with your eyes
* The painting will appear in the canvas next to your subject
* 2D people
* They can just slide into view at the side
* Maybe have 2D animations of people walking past in the background to give a sense of being outside
* Art style is 2D, bold and wonky
* Some faces can look normal but others can look eccentric which will work well the art style. There will also be a range of difficulty to cater for all players.

# Things to do

Complete

Ongoing : started but with no end, constantly adding. Put progress at the end

Started

Tom:

* Randomly select character to ask for painting
* Randomly select text for the character
* Set up specific texts for specific characters
* Character reaction after the painting is finished

Coral (total time = 151 h):

1. Design and program initial version of game before groups were decided estimated working time: 12h
2. Draw animations of people walking. - coral (ongoing - number of characters: 4 estimated working time: 22h
3. Draw characters - coral (ongoing - number of characters: 16) estimated working time: 42h
4. Design/fix ui and scene layout estimated working time: 15h
5. Draw ui estimated working time: 5h
6. Combine toms scene and matts models estimated working time: 2h
7. Scene transitions estimated working time: 2h
8. Camera shutter drawn, animated and working in game estimated working time: 10h
9. Yes/no to whether you will paint the characters estimated working time: 2h
10. Draw clouds estimated working time: 1h
11. Animations of people/clouds walking in background which randomly spawn estimated working time: 6h
12. Particle system for fountain estimated working time: 2h
13. Design Gallery scene estimated working time: 1h
14. Free draw scene estimated working time: 1h
15. Design and implement different brushes estimated working time: 7h
16. Splash screen estimated working time: 0h
17. General bug fixes and testing estimated working time: 18h
18. Project tidying estimated working time: 3h

Kane:

1. Foundation for brush size script
2. Save and Load images
   * Save to PC
   * Save at Runtime
   * Save multiple images
   * Load picture into the next scene
   * Load latest image into next scene
   * Implement code to main branch to work with street scene
   * Add code so that different images can be viewed on different ‘Canvases’
3. Show size of brush while changing
4. Change the character in the Paint Scene to match the character in the street scene
5. Debugging
6. Code Management

Matt Pe

* Fix ui to work with eye tracker - Matt P
* Fix ui to work with eye tracker in toms scene
* Code Management

Matt Ph

* Model street
* Texture street

# Additional

(feedback from play tests show that people didn't care about the characters reaction and instead wanted to go back to the menu to either start painting again or view the gallery)

* Add the characters reactions

(sound effects have had a bad reaction from play tests as they can be distracting and make it harder to concentrate)

* Create Game Audio
  + Brush stroke sound(s)
  + Camera shutter for scene transition
  + Talking/”bla bla bla” sound(s)?
    - Male voice?
    - Female voice?
    - Different voices for different characters?
  + Music?
* Tidy up Project - all
  + Tidy up scripts - **Mainly mobile paint script** (its nearly 3000 lines and most of it is not used) - (mainly) programmers’ job
    - Remove unused scripts, functions, commented out code
    - Comment code to make readable
    - Set variables to private/public where they need to be
  + Tidy up unity GameObjects, Asset folders - Coral
    - What is needed?
    - What was there in a previous version
    - Can we put a set of items together into 1 parent
    - Giving easy to understand names