# Idea

I want to have a good, polished demo created by the end of summer 2025. However, I think the way I’m currently creating the game in a inefficient way. I often find myself stuck on smaller details that don’t play a large part in the overall game, at least for now. I also redo a lot of different assets. I think it’s good to redo some things as I think I’ve improved a lot. However, I do need a better workflow

For the demo, I want to have the forest area completed, up to the first boss (spider’s den)

* 3 playable characters max (maybe just 2)
* The whole forest area
* Small snippets of the desert and river areas
* The spider’s den
* A functioning town
* Music
* Sound Effects
* Good Animations

## New Workflow

In order to get this done, I need to make sure everything flows correctly. So instead of getting stuck trying to completely polish one area of the game, I should focus on filling out the rest of the systems that I need to create. Then, I can come back later to make them look good. I think separating art and gameplay is going to be tough, especially since I already have a lot done, but it might help in the end.

I also want to get some people actually playing the game. I originally wanted to wait until I had a good demo, but I realize that I need to start testing earlier. I think I want to get some more systems down first, but then I want to try and get people to test out what I have so far. More content will come in the form of temporary, less polished sprites.

I want to write down a list of all the different systems I want to complete, and then a list of all the different art/content I want to create. Starting with the systems, adding content where examples are needed. This will probably be done on the Remarkable since I just like writing on it. But I want to split my big to-do list into two smaller lists to really try and divide the content in systems.

## Brief Ideas

I think the biggest thing I need to worry about right now are the systems and feel of the battle. There are some issues that I’m currently having that I need to fix, making sure everything at least runs smoothly. I also want to create the skill tree system, making sure to save the skills to a file. I also need to make sure the dialogue system is fixed (idk what’s wrong with it now), and I want to get the full demo map implemented. It won’t be perfect since I can’t focus too much on content, but it should give a general idea at the very least.

I also want to create a system to add party members, and I want to create the transition between the forest warrior and the desert monk. The desert monk should have their own little side story, and I want to add some basic unanimated attacks to use to fight some enemies. Once the monk gets back to the mini-boss, I want the warrior to heal and the monk to jump in beside them.