

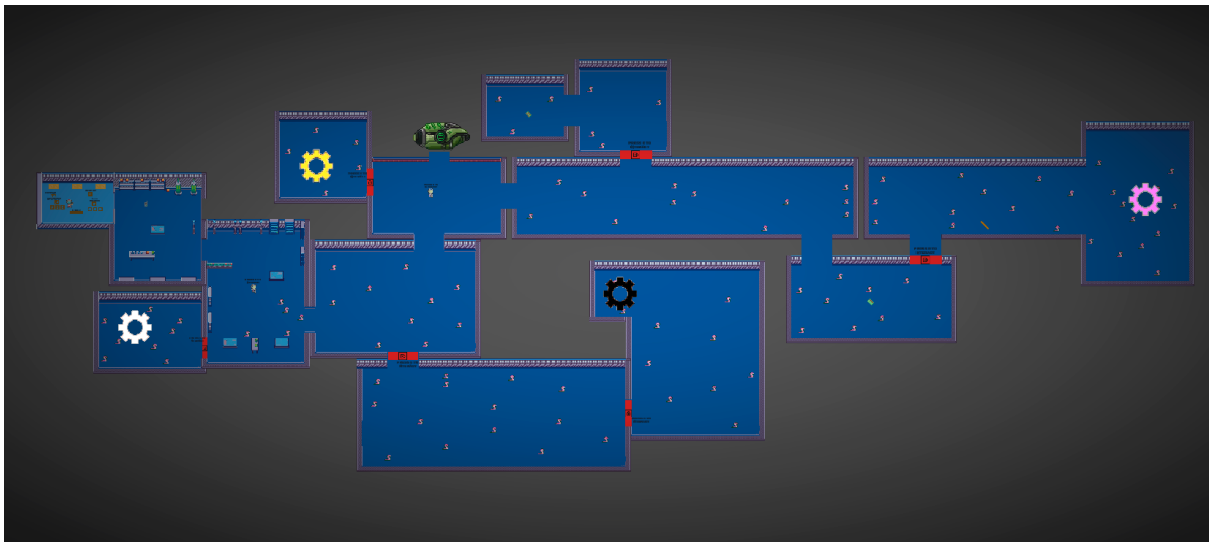
CHANGES:

Compared to the GDD Space Storming is a way smaller and shorter game. I reduced the amount of rooms and items that can be found, but conserved the main items to make the game act like a demo of the adventure.

-The characters stay the same, two main characters, named Tim and Lis, now are assets of space rangers, being more similar to the style of the game and avoiding to produce handmade assets that would have being less detailed and more limited in the animations.

-Initially the pieces to find were 5, it was reduced to 4 looking at the amount of rooms. By the reduction of space to move the player I thought 5 were so many pieces and would be so close to some of them.

-One of the biggest changes is the map, the original Sketch was so big, and making that big map would take more time than expected of hand drawing with the tilemap so the solution i chose was make the same map shape, saving the design but removing a 60% of the empty space of the ship. Thinking about the reduction of items in the game was also a good choice to reduce the space, because the zones where I was going to use those items would be useless or repetitive without more abilities or doing the same for so long. Here is how is the map now:



-The enemies have an improvement: Originally the enemies of the game were going to be static and only kill you when you pass right in front. This mechanic is implemented into the enemies but in the final version of the game they also move, like the idea of the second type of enemy that was proposed in the initial GDD. The current enemy stays looking in one direction, and only bites you if you are in front of their heads, but if you approach enough the enemy moves and approaches you while you are in their line.

-The collectibles and the scientist were removed of the idea, were good ideas but in a small map, the scientist has no much sense, and the hidden notes with the secondary story was let as a good extra idea but the lack of time and organization let both ideas being discarded and saved for future updates of the project.

-The Ui was conserved as the sketched delivered in the original GDD, i try to make it like the drawings, but making 1 important change the last few days. The autosave button was removed because i found it not that useful in this project, the button was made, tried and almost worked as it should, When i was doing more tests i wanted to eliminate the option, better letting the game autosave automatically when you grab the item or you exit to the menu.

-The end of the game still being one, like the base idea, escape with the ship and still alive. The extra concept of more ends was so possible, since the enemies are not a big threat for the player actually then the idea of making the player kill them all to obtain a different ending was tempting. The reason why was also discarded was that the original and principal ending has priority to be done and seeing the approaching of the deadline I dedicate the resources on improving the base idea more than adding extra and risky ones.

In conclusion, the original idea of the game was more similar to a long term one, and should have been a little bit more simple to be a deadline of 3 months while there are more projects going on and thinking more in the dimensions of the idea. I learned a lot doing this project, i mixed the things that I learned during the past 2 years and the things applied in all the past projects, all together mixed with a cup of good intentions and some crazy nights of work resulting in the project delivered in this repository.