How will I go about bringing my project to life?

Original Mario —— Look at how others did it?

original Legend of Zelda

Metroid? Other 2D platformers

Iwbtg?

Botw 2D demo?
Breath of the NES

How will I build the engine

How to build a UI?

How to implement graphics

analogue or digital?

scrolling?
rooms?

Classes for object properties?

patterns

Boundaries on movement

Health?

Textures

Movement

How player interacts with the environment

Speed?

Inertia /momentum

Weight?

Gravity?

How to deal with projectiles

In-game objects:

Pong?

different classes

Immovable

How they interact with player & environment

Enemies

destroyable

Pick-up?

Moveable

Power creep?   Bosses?

          Enemies and behaviour   Score?

                                        Tested, fixed as many
Good UI   bugs as poss

Teaching player   If time, build
mechanics?   into a game with
                      art assets.
Character model   Polished engine, base layer
animations   of the game.

    Story?   End goal   Fluid movement, well
      ?   defined

    Mechanics   Room transitions /
      related?   scrolling

Character development.   Save points.

Attributes that   When is it finished?
will affect movement. How movement is affected
are well defined.   by several things; ie
                       power-ups, dashing → make sure it does
                                          not allow dashin
                                          into objects.

                                       accelerated momen