Games Design Document

Project Vanishing

The Vanishing a fantasy-RPG.

1 CONTENTS

1 GAME OBJECTIVES / BREIF

1.1 GAME BRIEF:

The Vanishing will be a First-Person 3D RPG with a linier narrative that will focus on creating a lifelike world taking the player on a small experience through this RPG world. Graphics will be done in a Cartoony Cell-shaded style like games such as borderlands or Okami. Systems will be created to immerse the player within High Reach such as npc patrol paths and economy systems, taking inspiration from top RPG games such as the Elder Scrolls series (Bethesda Softworks, 2011) and Witcher series (RED, 2007).

The player will embark on a short journey that will take them around the island to discover long lost secrets of High-Reach. The player will also have to help towns folk and in return grow in strength via a level up system. As the player grows in experience they can venture into dangerous parts of the island never ventured before and fight the strongest beasts to ensure the islands safety.

1.2 NARRATIVE BRIEF:

The vanishing takes place on an island called High-Reach, the player finds himself stranded here after his voyage ends abruptly. The locals took him in and healed his wounds, confused he asks around town for direction to the island he was traversing to unfortunately luck is not on his side the towns folk haven't heard of this island but might know someone who does. They agree to help him though, in return he would discover what is happening to the people that are mysteriously vanishing in town.

1.3 GAME OBJECTIVES:

- Weapons and armor for the player to collect.
- Potions to use.
- A 1 hour narrative experience
- Variety of side quests.
- A detailed landscape to explore.
- NPC's to interact with.
- Good and Bad system.
- Trades to learn such as; blacksmith, Alchemist.

2 GAMEPLAY

2.1 OVERVIEW:

Gameplay will be created using Keyboard and Mouse as the game will be built for pc use, controls will function similarly to other RPG games such as; Skyrim. The idea is to create a familiar control scheme like other popular RPG's making it easy for the player to understand if they are used to pc control schemes. Most of the movement controls will be handled using animations but some variables will need to be created to judge how fast the character should move had how high they should jump.

2.2 LAYOUT:

W, A, S, D: Controls for moving. W for forward, D for backward, A for left and S for right.

Shift: making the player run.

E: Interacts with game objects in the world.

Space: Makes the player jump.

CTRL: Makes the player crouch.

Tab, I: These two keys will open the inventory panel and class panel in-game.

J: Control for in-game Journal. J will open the journal panel in game.

Esc Control for Pause Menu. Esc will open pause menu for this the player can access extra functions.

3   GAME WORLD

High Reach Map Concept Art.

3.1   HIGH REACH BRIEF:

High Reach Island is a small island, disconnected from the rest of the world and is having a major issue of people on the island disappearing, it is the player's objective to solve the mystery of the island and find his/her way back to the island they were journeying to.

3.1.1   Locations on High Reach Island

- Cold pass / Description: A small town on the edge of High Reach, built upon the edge of a cliff
- Cold harbor: A harbor located near the town of cold pass, this dock is used for fishing in the vast sea's surrounding the island. The harbor serves as an export hub and is majority source of food for the settlement.

- Pikemans Pub: A Quaint little pub just outside the town of cold pass, many warriors across High Reach come to rest and replenish stock here. Though of late it's been quite due to the disappearing's.
- Beach Shack: A small shack to the south of the island, owned by an aged man by the name of Pete.
- Moonshire Lake: This calm lake is said to be the Lake of dreams and at night one might be able to spot the fairy's that clean the lake at night.
- Moonshire: A quite village next to Moonshire Lake, the villagers like to keep to themselves meaning outsiders are not most welcome here.
- Lunar Lighthouse: Commonly known as the lighthouse of the moon. This lonely lighthouse is tended by old man Pete from his beach shack. The lighthouse is said to house mystical powers and can show anyone their true destiny.
- Deadman's Drop: A dark place, island folk believe that you should jump from the cliff if you believe your path has ended. The reason behind this is it is said to, have a direct link to Valhalla and that the sea will guide you to the gate of the Vikings.

4 GRAPHICS/ ART STYLE/SOUND DESIGN

One of the most important aspect of The Vanishing is its stylized graphics, taking inspiration from games like Over watch (Blizzard Entertainment, 2016), Borderlands and then blending these games cartoony style with other games such as dishonored and using their watercolor approach. The result is to create a high fantasy cartoony world with realistic shading and textures. Shading is a large focus on the graphics style, being that the game will be set at noon when the sun is dropping below the horizon shadows will be numerable, stretched and dark. Lighting is the next major focus, lighting will play a prominent part in the game as it will serve as a light source for the player as night creeps around the corner. The light will contrast through the shadows and will make forests and other unlit places darker, adding fear and mystery as the player explores the game. Focusing on these two elements in the graphics is purposely done to add the mystery to the island, constantly making the player wonder what's out in the world to find and explore.
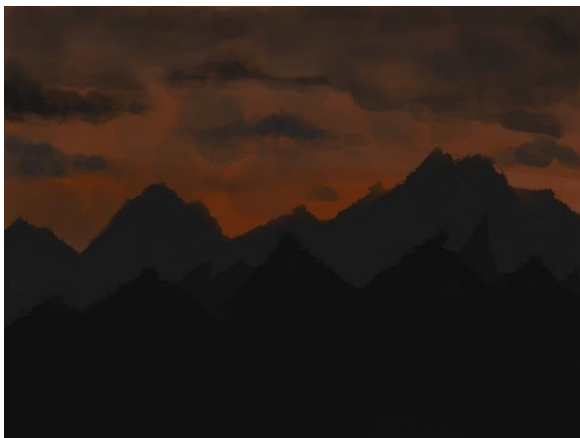
Here is a piece of concept art drawn up for the game, this drawing focuses on the mountains skyline from seen above the game. The drawing was made to show how the lighting would affect the mountains, clouds, and depth. As the picture shows clouds get darker and thicker as the sky above start to dull and the sun sets behind the horizon. The closer to the sun the brighter the mountains get, the further the mountains are the darker they become.

Another piece of concept done for one of the towns in-game called Cold Harbor. This concept was created to design the structures of the building and see how the shading would affect them. The structures have been design like medieval structures using wood and plaster for the walls and slate tiles for the roof. The lamppost was created to add ambient light to the town.

4.1   STORYBOARD AND GUI DEVELOPMENT

4.1.1   GUI Development
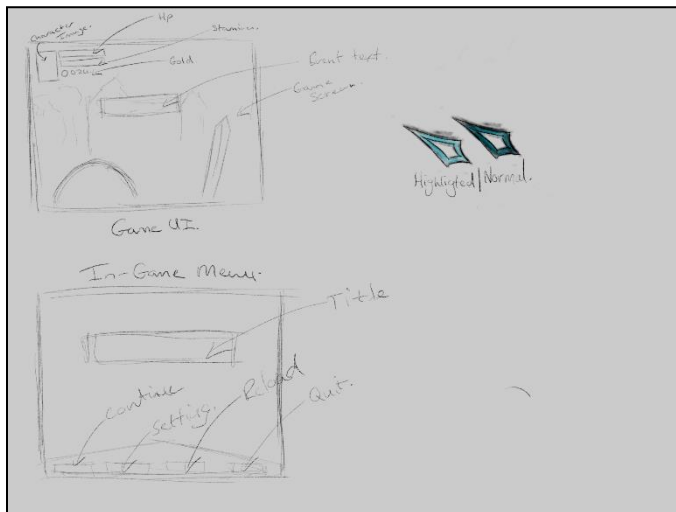
When creating concepts for the UI there was a list of requirements it needed to meet. Firstly, it shouldn't be obtrusive to the player, so it needed to be as clean as possible. The concepts also include some cursor designs which could be used in the game rather than the default.

Next it needed to fit in theme of the type of game being made and the style it uses. A medieval approach similarly to Diablo's (North, 1996) UI seemed to be a great fit with the style of the game.

Lastly it needed to be informative, meaning that every action the play made the UI would respond to the actions made. This mean it would need to react in real-time from the EXP bar rising to the gold amount fluctuating.
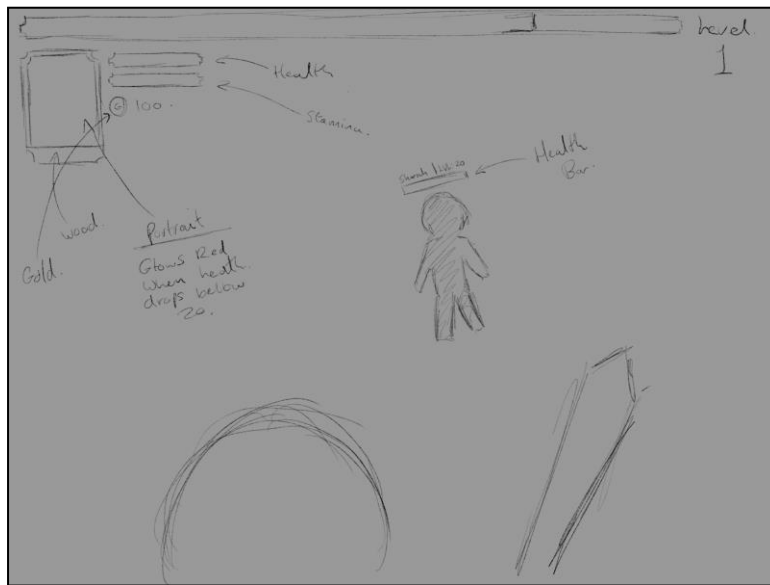
This was one of the concepts for the final in game UI menu, a large EXP bar across the top of the screen will show what level the player is at and how far they are from the next level up. The UI will also include a portrait for the class they are playing, next to that is the health and stamina bar and underneath that is the current gold the player has on them. Enemies will show a health bar above them and above that will be the name of the NPC and the current level they are.

4.1.2   Storyboard
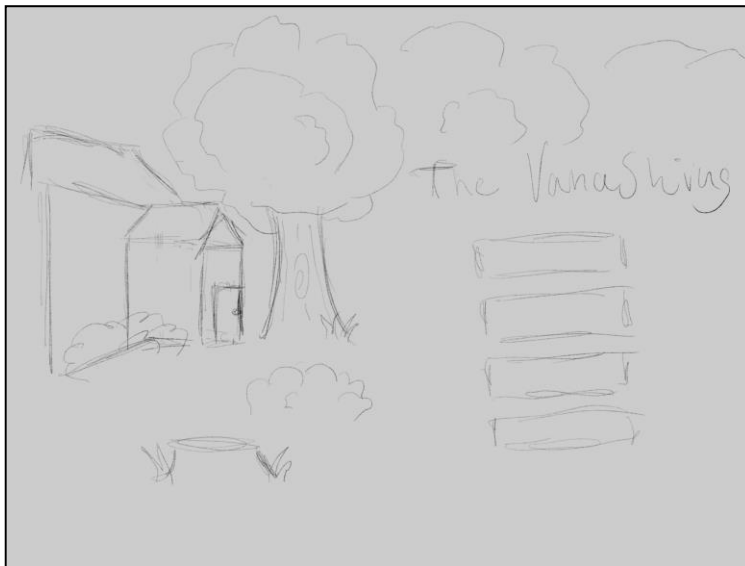
Panel 1:

The title screen to the game will consist of four buttons; start, load, options and quit. The scene behind the menu will be a camera chosen at random of one of the key places in the game such as in this scene shows Pikemans pub but if the game is re-opened it will show and different location at random.

Panel 2:

This will be the first scene of the game, this is the roof of the house the player is waking up in. A dialogue box will appear and text from the character will show up on screen.
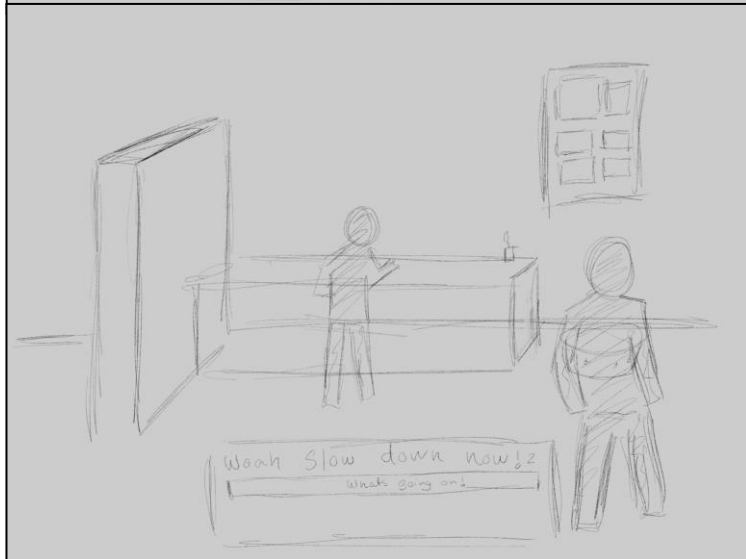
Panel 3:

The character will turn around on the bed they have been sleeping on to be greeted by two characters. Harold Greenfield and his wife Anna have been looking after you after being washed up on shore. This panel shows the scene that plays out, the character is confused and asks them questions about what's happened.
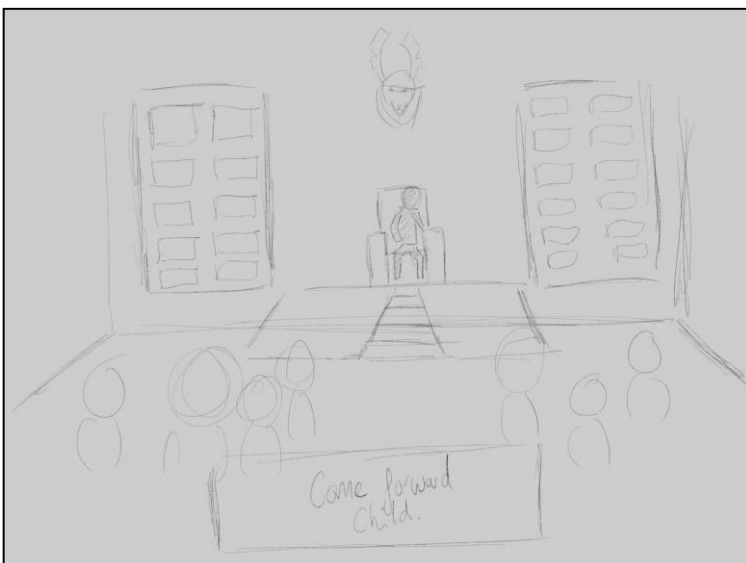
Panel 4:

The character then decides to talk to the town's mayor from here they discover that people have been vanishing and that the mayor will only help the player get home after they can find out about the mysterious vanishing problem.

The mayor also tells the character to get armor from the blacksmith before journeying out to the island.

Panel 5:

The character then goes to the blacksmith and gets a free suit of armor from the blacksmith.

After this panel, it is up to the player where they go and what quest to complete.

4.2 EXAMPLE NARRATIVE DEVELOPMENT

This is a piece from the narrative of the game, to construct the narrative a book is being written to piece the story together and create the dialogue options in-game.

Dialogue with the > arrow mean's multiple choice and refer to the script.

Harold Greenfield

Bio: Husband to Anna Greenfield, simple man that works in town as the town's guard due to his lawful and dutiful attitude.

Anna Greenfield

Bio: Wife to Harold Greenfield, quite woman that works at home as a homemaker looking after her two children and keeping the house tidy.

4.2.1 Chapter 1: The Great Storm

You are on a boat, destination is Dallion town rich in trading and commerce. One day on your voyage the sea and wind start to gain in strength the boat rocks something fierce, knocking some cargo of the boat into the high seas swallowing it with its gnashing teeth. The wind howls around, you can feel the rush of the wind hitting your face, could this be it for you only time will tell. As quick as a bolt your cargo gets carried off by the wind and hits you on the head, the darkness consumes your mind as you drift into a hazy sleep.

You awake, mind fussy, body stiff but alive and in one piece. The storm that has been is now nothing more than memory, relief falls over you. Studying your surrounding you find yourself within a building of some sort, possibly a house. The bed you're in is simple straw and hay, with furs for warmth. Questions storm your mind, where are you? What is happening? But these questions will for now remain un-answered. A woman walks through the front door and realises you are waking, she immediately hollers for someone to come Harold is what you can make out. A man enters the house and rushes over to where you lay "Quite the knock you've had, don't worry the ol' doc fixed ya up right quick".

Words fall from your mouth like a dam leaking > "Whe… Where am I?".

"Why you're at Coldpass lad nought here but a small town".

> ➢ "Who are you!? What happened?".

"Woah slow down now lad, me name is Harold this ere be me wif Anna who's been watching over your sorry soul the last couple of weeks".

> ➢ "Weeks!! I'm sorry for being a bother but I must take a boat and get to Dallion at once".

Harold: "Dallion, son I think that knock on you he'd az left ya a little dazed, never heard of this town, what about you Anna?".

Anna: "Nope aint ever herd of a place lik that."

Harold: "Well I tell ye wot we may know nothin' but others in town might, so since ya up why don't you introduce yourself to everyone and maybe you'll learn somin' the fresh air will do ya some good too, what ya say?".

> ➢ You: "Yes your right, let me also thank you both kindly for what you have both done for me, doubt I'll be speaking right now if it weren't for you both, for that im both in your debt".

You strain to get out bed and stretch before collecting your things and leaving the greenfield residence. You close the door behind you, the setting sun light aluminates your face as you study the quaint town before you.

4.3 SOUNDS OF HIGH REACH

The music in the vanishing will follow suit to games such as The Witcher (RED, 2007) or The Elder Scrolls Skyrim (Bethesda Softworks, 2011) which use very instrumental backdrop and loud Nordic drums or shouts. The idea is to use this same concept in The Vanishing to provide an epic fiery backdrop to major battles in the game.

This would mainly be used for battles but for the background sounds it is best to use something mellow and mysterious following the style of the game. The closest game to do this was Dues EX: Human Revelation (Montreal, 2011) in Dues EX they use a very gradual effect starting with just an electronic harmony and then progresses into louder vocal strings, this would fit perfectly into The Vanishing but instead of using electronic harmony's switch it out for a more medieval instrumental sound.

5 MECHANICS

5.1 QUEST AND DIALOGUE SYSTEM

5.1.1 Dialogue System

The dialogue system being created is like older RPG systems such as Baldur's Gate (BioWare, 1998), presenting the player with different response options to choose from. Depending on what options the player choses will affect how the NPC interacts with you, for example if you chose options that might offend that npc they will start to dislike you or even call the guards to kill the player. The dialogue will branch out like a tree one option will lead to one answer and possibly another question and another option will lead to its own answer, this gives npcs more personality.

The dialogue system will work hand in hand with the narrative and unique options will be presented during in the story of the game, some options could lead to losing a main npc in the game, encouraging the player to study the character's in-game and the narrative of the story.

Example Dialgoue Tree

Option 1 → Sub Option 1, Sub Option 2
Option 2 → Sub Option 1, Sub Option 2

Freindly NPC (Good Outcome)
FREINDLY STATE
Gifts
Information

Angry NPC (Bad Outcome)
ANGRY STATE
Points toward
Aggresive State
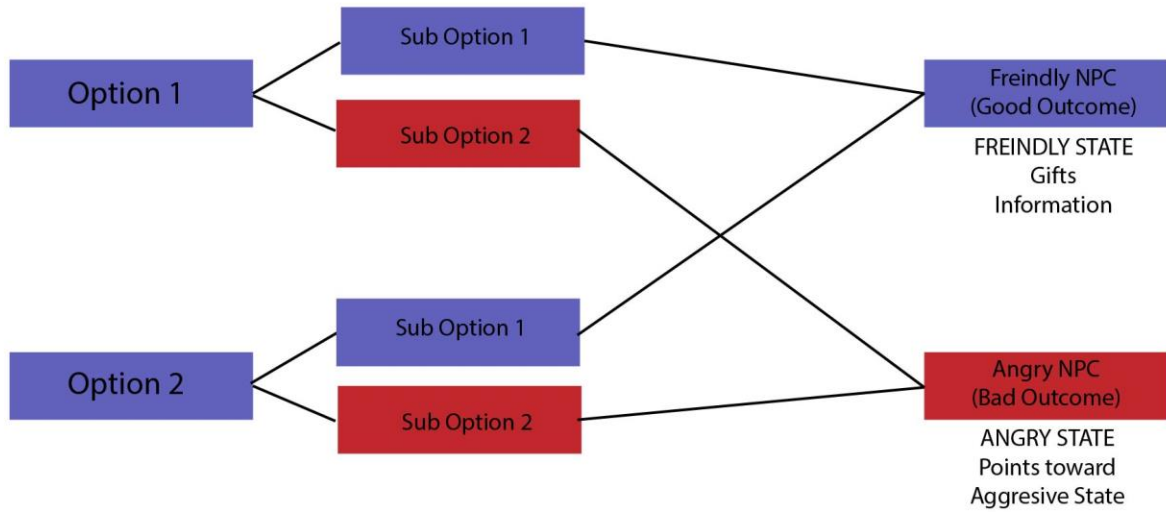
5.1.2   Quest System

Quests will be given out similarly to borderlands, question marks will appear above npcs that have quest available for the player once the player interacts with the npc they will be given a quest to complete within the world. Once the player has finished this mission they will report back to the npc they received the quest from and gain friendly points to that town plus a reward for the quest.

5.1.3   Relationship System

Alongside the multi-option dialogue system, will be the relationship system. The idea is to have a point system and when this hits a certain threshold the state of the town will change relationship to either friendly or Aggressive. Changing state can be achieved in many ways, making friends around town and helping people with problems, is one way to increase your relationship points with that town. Choosing options within the dialogue system that might offend that npc will also increase the points towards being an aggressive state.

Aggresive State	Netrual State	Freindly State
-200 Points	+0 Points	+200 Points
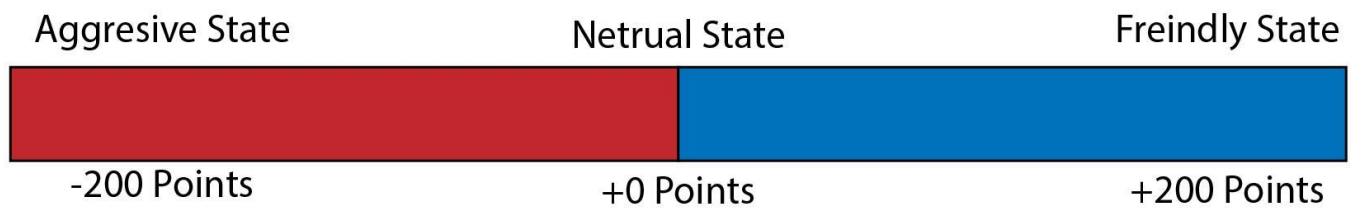
Each state has its own rewards, a town with that has been angered allows you to kill town folk and guards to loot them for gold or other resources. In return you cannot return to this town for some time before the game allows you back in, this can be achieved faster by paying off guards. Certain NPC won't be able to be killed however this is to ensure main story quests don't break.

A friendly state will change how the town acts towards you in dialogue and stance. Some npcs may give the player gift and some shops will give the player discounts within their store. In addition, if the player turns a friendly state into an aggressive one they can pay off guards for cheaper prices than before.

Scripting a system like this would mean each NPC would have to hold a variable that would hold the value of the state the NPC is in. Depending on what button is pressed will increase or decrease this value. If the value has been meet by a case statement it will run a function to do with the state, the NPC has entered.

5.2   WEAPONS

There will be 3 types of weapons in the game Swords, Two handed weapons and daggers. Each will have their own mastery; two handed weapons will deal massive damage however they are very slow and can leave the wielder very exposed. Dagger on the other hand are quick and nimble stringing up large combos to create large damage unfortunately compared to the two-handed weapons it takes far longer to deal the amount of damage that a two-handed sword would. One handed blades are the balance between speed and damage whilst having protection via shield and providing quick and heavy attacks for various damage.

5.2.1   Weapon Rarity

Each weapon found in the game will have its own rarity from; common, rare, and ultra-rare. Depending on rarity will determine the damage of the weapon and how much it is worth.

5.3 SKILL TREES AND LEVELING UP

Each time the player gains a level up they will be awarded with a skill point, skill points can then be spent into the skill tree to unlock new special moves or stat increases. Each class will have the same tree to spend into, to work alongside the combat that grants the player to use any weapon with any character. Below is an example of what the skill tree could look like and what it would allow the player to buy.
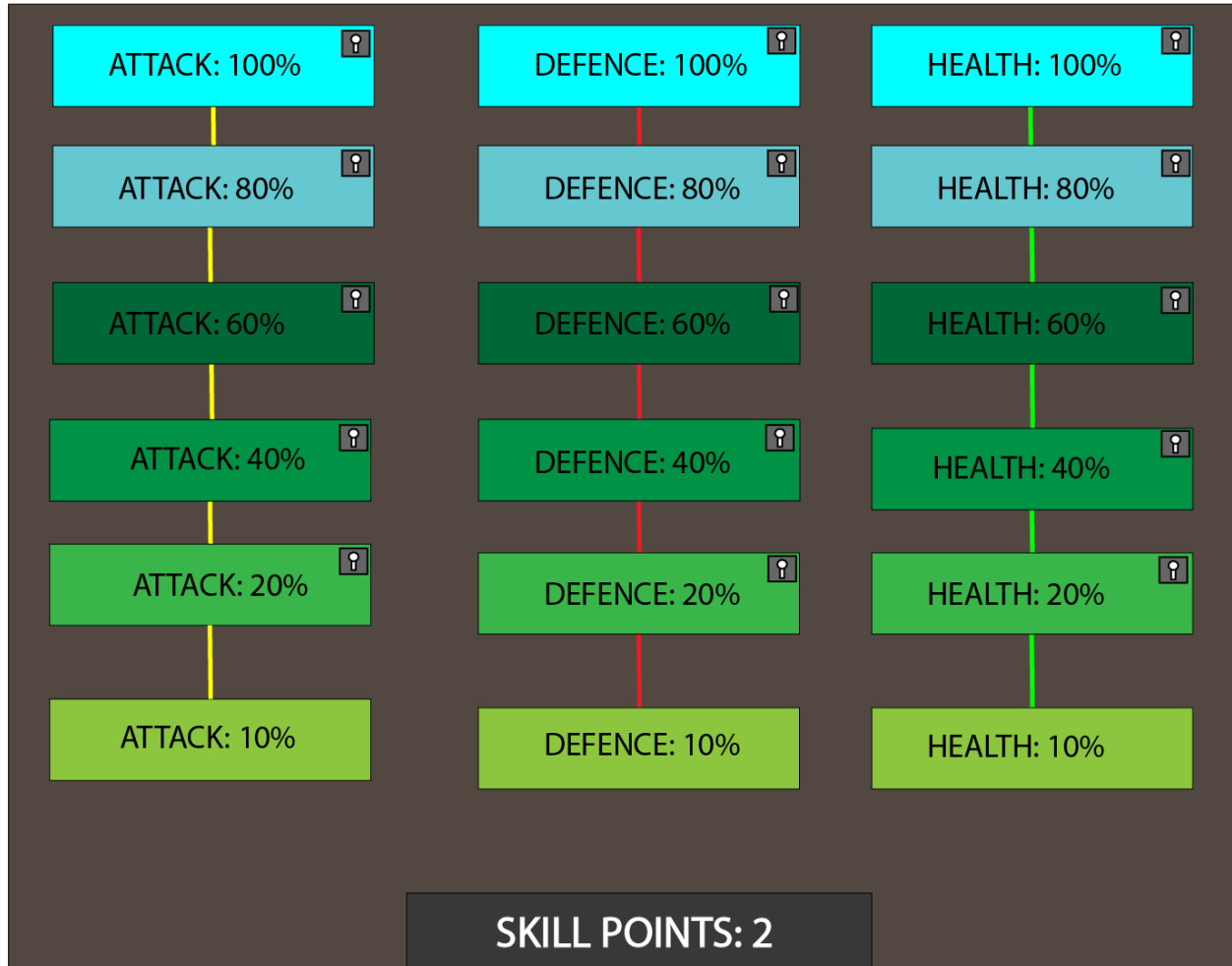
A skill with a lock in the top right corner means it cannot be purchased until the skill before it has been purchased first, this is to stop the best skills being taken at lower levels. There will be no level cap in the game and after the skill tree has been fully purchased the tree will reset keeping the original skills and then the new tree will add on top of the old one.

This system would involve having 2 variables one to hold the amount of XP the player currently has and another to hold the amount of skill points they have. The XP variable will rise when an NPC has been killed and if the XP hits the threshold of that level they will go up a level and earn a skill point.

5.3.1   Enemy Progression

All NPC characters will grow with the character, this mean If the player is level 10 all NPC'S with enemy upscaling on them will grow with the player. If the NPC does not have Upscaling applied to him then they will be assigned a specific level so the player must grow their character in order to fight the NPC.

5.4   AI AND PATHING

5.4.1   People of the town

NPC's within Cold Pass will have a routine AI, the AI will cycle through various daily tasks such as sweeping, farming and looking after children if that NPC has children. This will then cycle every day simulating a working, living and breathing town. Some NPC's will have different routines such as the town blacksmith who will be doing various tasks such as tending the shop or creating weapons.

Daily routines would need a script much like the guard patrol script. A waypoint system that tells the NPC were to go but instead of having a set path the way points would be scripted to be random and the NPC will randomly complete tasks.

5.4.2   Guard Patrol Routes

Guards will patrol around the border of towns to make sure bandits and other hostile enemies stay clear of the town, guards will attack on site if they see enemies, they will also help the player if he or she is in combat with a hostile NPC.

This would involve having a Nav mesh covering the areas that the NPC will need to walk, waypoints can then be created to create a designated route for the npc.

5.4.3   Creatures of The Wild

Wildlife AI will work similarly to real life, some creatures such as wolves will have cubs and adults. Adults will only attack in packs, for example if the wolf is alone it will not attack the player but if there are two other wolves in the area of each other they will attack the player. Cubs will also not attack the player but if there is a mother wolf around they will attack the player on site. Simple tricks to simulate a real eco system within the game.

5.4.4 Bandits

Bandits will normally stay together in packs but even if they are alone they will attack the player. Bandits will also normally stay near their camps to avoid encounters with wildlife. If both towns people and bandits encounter wildlife they will team up to fight the wildlife, then get back to killing each other.
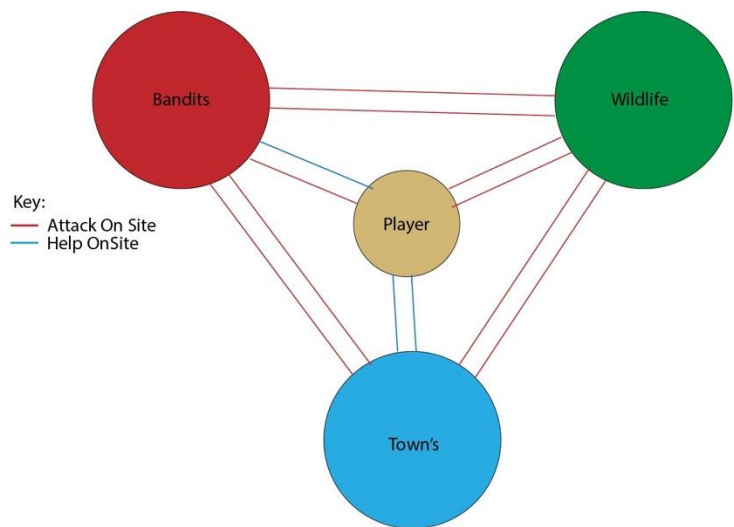
5.5 IN-GAME ECONOMICS

Economy will be simulated as the player plays the game, some techniques will be used to imitate a real economy. Each merchant will have a limit of how much gold they carry on them at that given time, if the player sells to the merchant they will be replenished by 200 gold when the player leaves the town or area of the merchant. Once the 2000 gold limit is met the merchant will not gain anymore gold until the player sells to the merchant. Any gold made during a purchase made from the player will be deleted next time the player leaves the town.

Each merchant has his or her own special benefits to trading with them and as such a table has been made below to explain what each trader will give.

This would require a large economy script that would handle the amount of money the NPC has on them plus each item in the game that can be bought or sold will require a value to judge how much It is worth.

6 CHARACTERS

6.1 CHARACTER MECHANICS

The player in-game will control a 3D modelled character that can switch between First Person Perspective and to Third Person. First person was decided that it would immerse the player into the game, simulating real life rather than third person and so this was developed as the main camera. Third person was also then incorporated to allow the player to see his/her character adding a layer of freedom in how the character can be controlled.
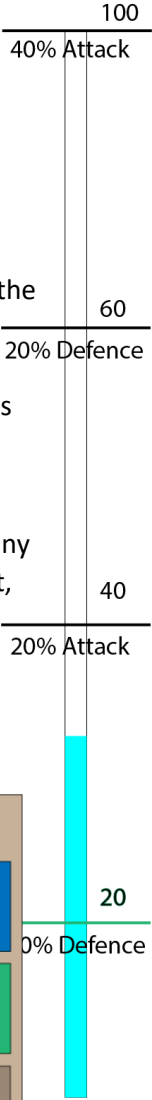
6.2 CHARACTER COMBAT MECHANICS

Combat will take inspiration from The Elder Scrolls Series (Bethesda Softworks, 2011) in that the player will grow skills overtime such as sword and shield. The more the character uses a certain weapon the more they will grow with that weapon. Skill levels will range from 0 to 100, when players hit certain marks on the skill graph they will be awarded with stat increases such as 10% block or 20% attack. A very rough graph to the right shows how the system will work, the player will increase the blue bar the more they use that weapon.

The reasoning behind this system is to allow the player to play how they like they can equip any weapon without having to be that specific class. If the player wants to use daggers as a knight, they can do this. However, it is beneficial that the character plays with the right class for the weapon as they will gain exp for that weapon faster plus gain bonuses for using the correct weapon.

100
40% Attack

60
20% Defence

40
20% Attack

20
0% Defence

6.2.1 Character Combat Animations

WEAPON STATE	VARIABLES	ANIMATIONS	SFX/SOUND
SWORD AND SHIELD	ATTACK - Int DEFENCE - Int isPressedDown - Bool	SMALL SWIPE LARGE SWIPE SHEILD BLOCK	SHEILD CLATTER SWORD HOLSTER ATTACKING GRUNT SWORD SWIPE
TWO HANDED SWORD	ATTACK - Int DEFENCE - Int isPressedDown - Bool	LIGHT SWING HEAVY SWING TWO HANDED BLOCK	SWORD CLATTER SWORD HOLSTER ATTACKING GRUNT SWORD SWIPE
DAGGER	ATTACK - Int DEFENCE - Int isPressedDown - Bool	QUICK ATTACK HEAVY ATTACK PARRY	PARRY CLATTER DAGGER HOLSTER ATTACKING GRUNT DAGGER SWIPE
SPECIAL ATTACKS		TWOHANDED 360 SPIN ATTACK ONEHANDED HEAVENS STRIKE RISING DRAGON FURY	WHIRLWIND EFFECT ANGELIC MUSIC DRAGON ROAR SFX

The combat will use animations to simulate the character swiping with their weapon or blocking with a shield. Using animation allows for extra creativity in how the combat works. For example, the player will be able to pull of special moves such as a large swipe and for it seemed animations would be the best fit to create this.

6.3   CHARACTER DEVELOPMENT

Character Model from Maximo (Adobe, 2008)

This will be the main character of the game after the player has gained their armor from the blacksmith.

No changes can be made to this character in the game and the armor set will stay the same.

6.3.1   Character Narrative Development

Height: 6"0

Eye Colour: Blue

Hair Colour: Black

BIO: The character will endorse the name you choose as the player in the game. Your character was a trader who would travel between islands to sell his merchandise. However, on his latest expedition a dreadful storm hits, ripping his boat to pieces, luckily towns folk find him washed up on a beach near there town.

6.4   CHARACTER ANIMATION

There will be two types of animations the character will contain, the first being the character movement animations and the second being the combat animations which will be addressed in the combat mechanics section. Below is a graph showing what needs to happen in each character state.

CHARACTER STATE	VARIABLES	ANIMATIONS	SFX/SOUND
IDLE		IDLE POSE	INHALING
WALKING	HORIZONTAL SPEED VERTICAL SPEED	FOWARD BACKWARD LEFT RIGHT LEFT DIAGONAL RIGHT DIAGONAL	SLOW FOOTSTEPS
RUNNING	HORIZONTAL SPEED - Int VERTICAL SPEED - Int isRunning - Bool	FOWARD BACKWARD LEFT RIGHT LEFT STRAFE RIGHT STRAFE	FAST FOOTSTEPS HEAVY BREATHING
JUMPING	isJumping - Bool	WALKING JUMP RUNNING JUMP IDLE JUMP CROUCHED JUMP	JUMPING GRUNT
CROUCHED	isCrouched - Bool	CROUCH	SLOW BREATHING

7 PROJECT PLAN

This will be an example project plan of the demo created for the game and how it has been planned. To create the project efficiently and effectively it will be created using SCRUM methodology meaning each week a sprint report will be created to address what needs to be done the following week and what has been done this week. To support this a Gantt chart will show what needs to happen on each week. Each week will include testing the working product and the quick changes, bug fixes will be introduced into the last 4 weeks of development. Below are these documents.

7.1 Gantt Chart

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
Pre-Production	■	■	■	■						
Idea	■									
Research	■	■								
Storyboard		■	■							
UI Concept			■	■						
Game Design				■	■					
Sound Design				■	■	■				
Production					■	■	■	■	■	■
Asset Creation					■	■	■			
Ui Design							■	■	■	
Set Dressing							■	■		
Lighting								■		
Animating								■	■	
Bug Fixes									■	■
Post Production							■	■	■	■
Alpha										■
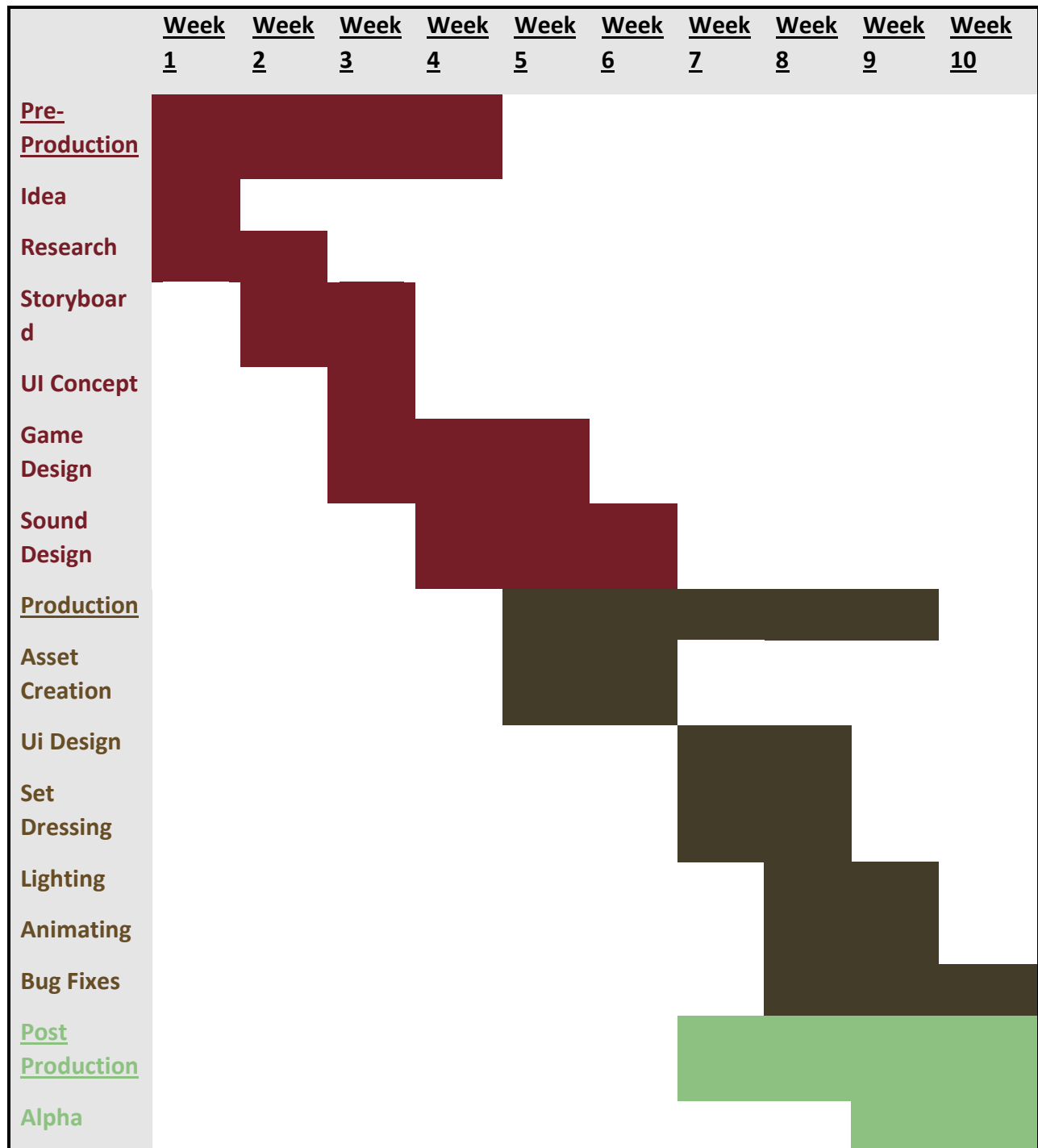
7.2 SCRUM REPORTS

Name:	Ben Swindells		Student number:	000880168-1
Week:	1		Date:	
Tasks set from last week (Sprint Backlog): Brainstorming / Planning				
Report on what has been done and how: Concept Idea brainstormed				
Tasks set for next week (New Sprint Backlog): **Start creation of Game Design Document**				
Name:	Ben Swindells		Student number:	000880168-1
Week:	2		Date:	
Tasks set from last week (Sprint Backlog): **Start creation of Game Design Document**				
Report on what has been done and how: Game Design Document created, brief, idea added.				
Tasks set for next week (New Sprint Backlog): **Continue work on GDD concept art for UI and assets.**				
Name:	Ben Swindells		Student number:	000880168-1
Week:	3		Date:	
Tasks set from last week (Sprint Backlog): **Start creation of Game Design Document**				
Report on what has been done and how: Game Design Document created, brief, idea added.				
Tasks set for next week (New Sprint Backlog): **Continue work on GDD concept art for UI and assets.**				

Name:	Ben Swindells		Student number:	000880168-1
Week:	4		Date:	
Tasks set from last week (Sprint Backlog): **Continue work on GDD concept art for UI and assets.**				
Report on what has been done and how: **Concept art created and UI concept art created and added to GDD**				
Tasks set for next week (New Sprint Backlog): Create Unity project with basic UI navigation following the UI concept art				

Name:	Ben Swindells	Student number:	000880168-1
Week:	5	Date:	

Tasks set from last week (Sprint Backlog):

Continue work on GDD concept art for UI and assets.

Report on what has been done and how:

Concept art created and UI concept art created and added to GDD

Tasks set for next week (New Sprint Backlog):

Create Unity project with basic UI navigation following the UI concept art

Name:	Ben Swindells	Student number:	000880168-1
Week:	6	Date:	

Tasks set from last week (Sprint Backlog):

Create Unity project with basic UI navigation following the UI concept art

Report on what has been done and how:

Navigation system set up for testing and unity project created.

Tasks set for next week (New Sprint Backlog):

Import character and create movement using animations

Name:	Ben Swindells	Student number:	000880168-1
Week:	7	Date:	

Tasks set from last week (Sprint Backlog):

Import character and create movement using animations

Report on what has been done and how:

Character Imported
Movement Controls implemented
Animations added

Tasks set for next week (New Sprint Backlog):

Attack system with animations, prototype dialogue system following UI concept, bug fixing

Name:	Ben Swindells	Student number:	000880168-1
Week:	8	Date:	

Tasks set from last week (Sprint Backlog):

Attack system with animations, prototype dialogue system following UI concept, bug fixing

Report on what has been done and how:

Left Click attack added
Attack Animations added
Bug fixes on the UI
Bug fixe and character animations

Tasks set for next week (New Sprint Backlog):

Bug fixing, add quest tracking system, add ragdoll to NPC character

Name:	Ben Swindells	**Student number:**	000880168-1
Week:	9	**Date:**	

Tasks set from last week (Sprint Backlog):

Bug fixing, add quest tracking system, add ragdoll to NPC character

Report on what has been done and how:

Bug fixes to dialogue system
Added Quest Tracking UI
New quest added
Attached ragdoll to NPC character

Tasks set for next week (New Sprint Backlog):

Add cube quest into demo, add cubes for pick up.

Name:	Ben Swindells	**Student number:**	000880168-1
Week:	10	**Date:**	

Tasks set from last week (Sprint Backlog):

Add cube quest into demo, add cubes for pick up.

Report on what has been done and how:

Cube quest added to tracker
Cube quest UI created
Interaction UI added
Cubes added for quest

Tasks set for next week (New Sprint Backlog):

Build as alpha, play test, bug fixes

Name:	Ben Swindells	**Student number:**	000880168-1
Week:	11	**Date:**	

Tasks set from last week (Sprint Backlog):

Build as alpha, play test, bug fixes

Report on what has been done and how:

Alpha program built
Play test finished
Bug fixed UI elements
Bug fixes made on cube quest
Bug fixes to cube pick up
Big fixes made to tracking system

Tasks set for next week (New Sprint Backlog):

Above was an example of SCRUM used for the demo created for the game. This demo stores some of the core mechanics to the game such as the attacking and questing system. It also houses the animations for the character and the camera controls.

As the project stands it already requires a lot of time to create the individual systems however systems were taken out of the game due to complexity. Meaning that if the game exceeds deadlines these extra features could be added in, one of these being the job system talked about in the GDD. If all main mechanics are created on time or before deadlines are meet it is possible to work on these as a stretch goal.

8 REFERENCES

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