## **Necessary Features:**

* Keyboard input
* Map
* A GUI
* Story ?
* Drawing/displaying sprites
* Text files [for dialogue]
* Image assets
  + color palette(B/W)

## **Map thoughts:**

* Map
* Player
* Navigation
* Each navigation corresponds to a draw event
* Other objects in the map: items, other 'characters(NPC)'
* Level design/Level completion ?
* Adversaries ?
* Boss Battle/How do we win the game?

## **Coding Milestones:**

**0:** Decide how to implement milestone 1, in straight C or Swift->Objective C, by Monday 25th March

**1:** Application displays an image. User presses a button, and it changes the image.

**2:** Application places the player/viewepoint in a room. They can rotate using keyboard inputs to see the corresponding art assets.

**3**: 2-square room: can move forward and back as well as rotate.

**4. 5:** T-shaped space? Pick up one item?

**6:** Pick up-and-deposit one item?

**7**: Testing

## **Art Milestones:**

**1:** Mockups of corridors and dialogue

**2**: An NPC with neutral/talking face and shocked face

**3**: Art assets to represent a 4 x 1 corridor

## **Time Allocation:**

* Initial Planning
* Learning SceneKit/other graphical library
* Write a story, dialogue, character development?
* Art assets
* Documentation

## **Team priorities:**

* Moira — narrative design
* Mickey — art assets
* Anaru — C graphics
* Stefan - Story and C graphics + Testing

## **Other things to Consider:**

* Target audience
* Pacing and Difficulty level (Easy,Medium,hard)
* internal rules of the game
* plot /storytelling techniques**.**

## **Code Format:**

* Allman

*What you are going to build,*

A retro-style whimsical dungeon crawler on the premise of escaping the Otago Clocktower

*who is going to build it,*

*how you are going to build it,*

* Moira — narrative design
* Mickey — art assets
* Anaru — C graphics
* Stefan - Story and C graphics + Testing

*how long it will take to build,*

Until week 12 of semester 2

*which standard layout you are going to use,*

* Allman

*what else there is that already does what your program will do,*

*how your program differs from those that do a similar task.*

Well, it's similar, but it's a different game.