

Team Task Assignments

1. Core Gameplay & Player Interaction Developer

- Implement 2D side-view gameplay (player can pan left, right, up, and down but not move forward).
- Create first-person cursor interaction for clicking objects.
- Develop inventory system (items appear in the right-side panel when clicked).
- Implement task system (each scene has 2–3 tasks).
- Add failure system (if a task is failed, the player is thrown out of the painting and must retry).
- Integrate interaction sounds (e.g., item pickup, page flipping, task completion).

2. Painting & Scene System Developer

- Create painting portal system (clicking a painting allows entry/exit).
- Set up time period transitions (scenes change based on story progress).
- Add NPCs with simple interactions (e.g., give item, trigger event).
- Implement object restoration (tasks restore missing objects and people).
- Ensure every painting supports 2–3 dynamic tasks.
- Add background sounds (e.g., echoes in a hall, wind, distant chatter).

3. Narrative & Flow System Developer

- Implement narrator dialogue box (bottom section of the screen).
- Make dialogue appear word by word, with Spacebar to continue.
- Add double Spacebar press to skip to the next line faster.
- Implement story choices (player choices affect what happens next).
- Set up progression system (completing tasks unlocks new paintings).
- Add courtroom scene mechanics (sorting documents to uncover the truth).
- Handle story consequences (player actions change future events).
- Implement voice-over playback (narrator and other voiced characters).

4. UI & Interaction Systems Developer

- Design gameplay menu (start, settings, exit options).
- Implement inventory UI (on the right side of the screen, showing collected objects).
- Create task tracker UI (shows current objectives).
- Add dialogue UI (narration + NPC conversations).
- Implement visual indicators for important objects and tasks.
- Add feedback for success/failure (e.g., getting thrown out of a painting).

- Integrate UI sounds (e.g., menu clicks, button hover, dialogue box open/close).

5. Sound Implementation & Optimization Developer (Optional)

- Add 3D spatial audio (sounds change based on player's location).
- Implement adaptive music (music changes with story progress).
- Balance sound effects and voice-over levels.
- Implement dynamic sound filters (e.g., muffled voices behind walls, echoes in large rooms).
- Ensure sounds trigger correctly during interactions.