1. Demo purpose

This first demo will involve the following demonstrations:

* Certify that character movement works properly and as intended.
* Demonstrate seamless transition from the menu to the game.
  + The idea is that after the player has saved the menu will show a background of the area they are in, and then when continue is pressed the camera will move to the character.
* Test laterally entering buildings with fades.
  + When entering a building laterally, from the outside it looks like the full building, but when entering it the overlay disappears and reveals the interior.
* Test environmental interactions.
* Test leveling up.
* Test the battle systems.
  + Test the system on a 1on1 battle.
* Test battle related events (Pre battle, post battle).
  + Test how characters can react after the battle has ended.

The demo will start with pepper in front of her house, she will go in and will be able to interact with some objects found inside. Once peppers exists the house she will meet with another character (probably with herself since this is only for testing) and a battle will be done, the battle will show the following aspects:

* The enemy will say something once they reach 50% health.
* Battle AI.

1. Scenes:

List the playable demo’s scenes:

## Pepper’s house:

### Description:

The scene starts inside Pepper’s house. She’s near her cauldron making a new potion and wants Carrot to drink it. She looks for Carrot, and when she found it Carrot run away.

### Characters:

In this scene there are only 2 characters: Pepper and Carrot.

### Dialogs:

**Dialog 1:**

Pepper is near the cauldron cooking a potion.

Pepper: And with this bit of Dragon’s tooth powder the potion is finished. Now is time to try it.

She took a spoon, get some potion with the spoon and hold thinking about something.

Pepper: … Caaaarrot. Where are youuuu???

Pepper: I’ve got something delicious for you :).

Carrot doesn’t show in the scene and Pepper think to herself

Pepper: Where is this lazy cat? :(

Dialog 1 End.

**Dialog 2:**

Pepper found Carrot sleeping on the carpet near the main door.

Pepper: Aha, so there you are. Come here pussycat.

Carrot wakes up, notices that Pepper wants something from him and run away through the door.

Pepper: Hey you tricky cat!!, where are you going!? >:(

### Enemies:

This scene has no enemies.

### Interactive objects:

**Cauldron**: When Pepper interacts with the cauldron she say: “I need to find Carrot to try the potion”.

**Door**: Pepper can interact with the door to open it.

## Pepper’s house outdoors:

### Description:

The scene starts outside Pepper’s house. She gets out of her house a walks around her house looking for Carrot. Finally she founds it surrounded by 3 wild dogs

### Characters:

In this scene there are only 3 characters: Pepper, Carrot and Wild dogs (3 of them).

### Dialogs:

**Dialog 1:**

Pepper found Carrot up a tree surrounded by 3 wild dogs barking.

Pepper: Carrot are you OK!? Wait a minute I will save you.

Dialog 1 End.

### Enemies:

### Interactive objects:

**Wild dogs**: When Pepper gets in contact with the enemies the battle begins.

# Environment

The environment should contain Pepper’s house, which can be entered laterally, and inside a small room that can be entered frontally.

And on the other side of the house there is path to the forest.

# 