

# I Have a Theory - Dialog Game Dev Hackathon 2017 (2nd runners up)

The game so far..








# i HAVE A THEORY

• SPOON FEED ME •

• ILL MANAGE •

• IM ALONE •



HUNGER  300/300  
THIRST  60/300  
HEALTH  111/300  
STAMINA  150/300  
HEAT  180/300



GATHER



CRAFT



BACKPACK



SHELTER



JOURNAL



SHOP



MAP



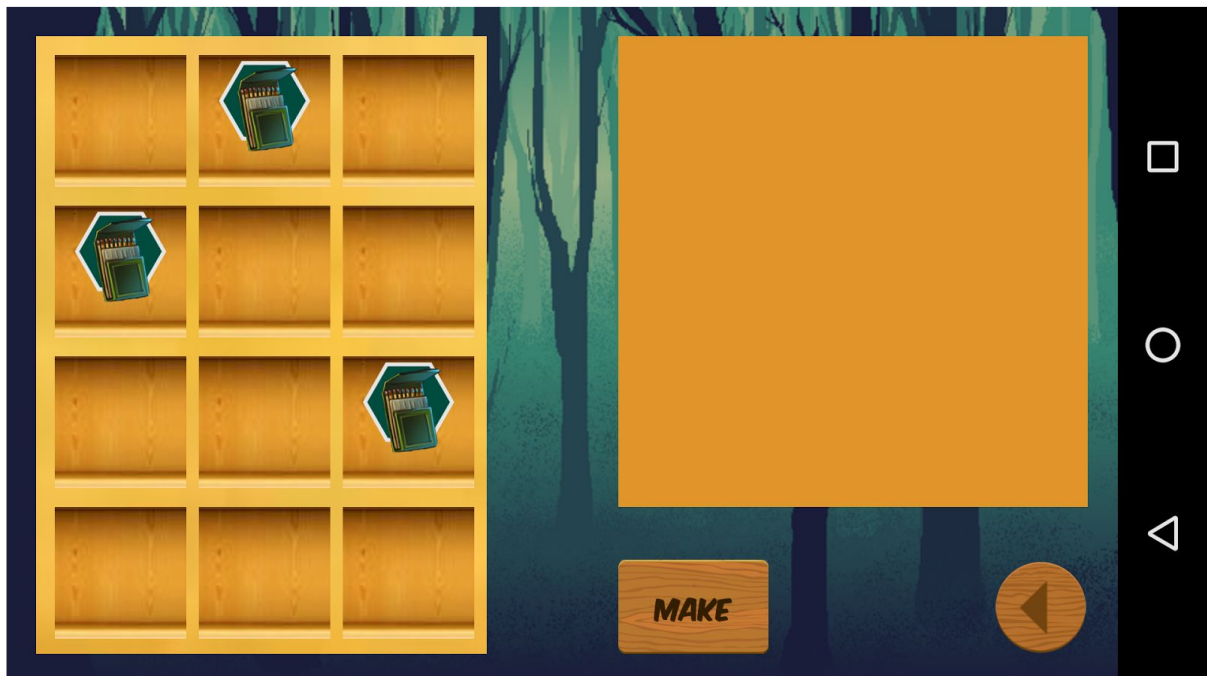
EXPLORE



COOKING POT







## Complete

- All the core interfaces.
- The coding structure of the game is finalized.

## Working on

- Adding a story.
- Chemistry choices integrated into the story.

## Incomplete

- UI needs more polishing.
- In game shop to buy items and connecting the purchases with Ideamart APIs.

## Estimated deadlines

Milestone	Estimated deadline
Creating the main story line.	05.03.2017
Creating Chemistry related situations and choices.	09.03.2017
Integrating the choices to the game.	10.03.2017
Testing.	11.03.2017
Alpha version release.	12.03.2017