Team 5 Star Dev Log

Design History

Version 1.00

Phantom Felons is a 2D adventure platformer currently with one boss fight and multiple interactable items. As of now, there are four levels, with levels 1-3 focused on exploration and environmental storytelling and level 4 dedicated to our boss fight. Additionally, there is one NPC named Glitch whom the player can interact with in level 2.

Playtesting Notes/Feedback:

Some of the feedback we received during our presentation included:

- Putting light behind the doors to cells that can be entered to better distinguish where players should go/explore.

- Possibly number the cells to distinguish between them.

- Add enemies to the levels to introduce the use of the player's punch ability so that players have time to get comfortable with the controls before taking on The Warden boss.

- Make the dialogue boxes a consistent size.

- Consider anchoring the dialogue boxes/object interaction textboxes to the bottom of the screen.

- Consider a letter overlay for the prisoner files rather than placing them in dialogue boxes for better readability.

- Fix the glitch where the player can stand in The Warden's attack area and not be dealt damage.

- Trim down the dialogue/lore for our NPC named Glitch and consider spreading those details to other characters and/or hint to these aspects through the environment if possible.

Next Steps:

As a team, we plan to make the necessary adjustments to improve our prototype. In general, our top priority is to address our shortcomings found during our presentation by fixing the glitch in the boss fight where the player can stand next to The Warden boss and not take damage, placing lights behind the cell doors to better communicate which cells are enterable, and adding enemies to the levels to give them more diversity and help the player test out our punch mechanic before getting to the first boss fight.

Additionally, we plan on finishing World 1 by adding in our second NPC, Antler, and our final World 1 boss, The Robber. Programming wise, steps will be taken to implement The Robber's crowbar melee attack and his rage bait mechanic where he can steal items from the player's inventory and throw them around the level. In order to implement the rage bait mechanic, we first plan to incorporate a light inventory system. Level wise, we plan on sketching out and implementing the final two levels in World 1. For the environment art, our next steps include sketching and implementing the artwork needed for the remaining World 1 levels. For the character artwork, we plan on implementing our second NPC, Antler, and her Idle and Walk animations alongside our final World 1 boss, The Robber, and his Idle, Attack, and Death animations. For the UI, we plan on implementing our file system overlay so that the player can view the prisoner files of the NPCs they've encountered so far. As for the music, our next steps

include implementing the background soundtrack for The Robber boss fight alongside implementing sound effects associated with The Robber, such as hitting the player with his crowbar and throwing items. Narratively, our next step is to begin drafting a script for our second world.