**Post-Game Completion Development**

Completion of the game will include the 3D models and animations used for all the entities within the game, as well as all implementation of mechanics being completed. The team would like to also include several other features that, due to the limited time, we are considering as potential extensions.

**Equipment**

This was one of the original ideas the game was founded on. The player would select their loadout before the level starts and enter the level with the skills and abilities available to them from then on. This was partially scrapped as the level design would become a lot more limited while also being a lot more taxing.

Each level would have to have one route which would require no weapon skills to be needed, or we would have to have the levels split into routes of 6 for each different weapon. This would have limited the creative freedom going into each level and cause them to lose their “shortcuts”.

Equipment wasn’t fully ignored from then on however, as the idea expanded into potentially using something like armour as an equipment that could boost specific aspects of the player. Examples would be granting a faster movement speed cap, igniting enemies on hit, or amplifying the effects of the scythe’s heal.

**XP and Skill Trees**

Similar in implementation to the equipment, XP would be another feature equipped outside the main gameplay loop. It would function almost identically to the armour described above, but instead the improvements would be permanent upgrades brought using XP. XP would be gained through either killing enemies or completing levels, where the faster the level is completed the more XP the player is awarded. With this, we could let the player increase the stats they believe benefit their play style more, such as letting them increase a specific weapons damage if they find themselves preferring it. We could also use the approach the game HyruleWarriorsuses by allowing for the combo chain of attacks to be increased if specific skills are brought.

**Bosses**

While an impressive idea, the biggest issue with implementing bosses is that each boss would require its own level. It would also require a lot more attacks then most enemies due to the elongated fight the player would have with it. However, the team would like to create one or more if the time frame allows it.

**Extra Levels**

Though the 5-level limit has been put in place for the time being, once levels are completed and polished to the standard the team is happy with, more could be developed. These levels won’t be developed ahead of polishing the original five, as getting them finalised is of much greater importance, however the option of creating later levels or even mini levels is something that interests the team.

**Expanding Each Weapons Capabilities**

Currently, each weapon will have an aerial attack, and two grounded attacks, one for when the player is running and another for when they are not, and an unlockable ability tied to each weapon for increasing the players movement options. Though we believe each weapon is unique, we could expand each of them from just three attacks to four, or even five. These could use entirely different buttons on the controller, having the player combo into them from different attacks, and could even have action points or mana to cast spells. These will take an enormous amount of development time, however, and should only be attempted should the project be finished very early.

**Special Animations and Cutscenes**

Throughout development the team has talked about transitioning between menus or levels or even in level scripted events (the zipline sections). Within all these parts ideas for implanting or controlling the camera in exciting ways have come up. Ideas such as having the levels build themselves as you pan into them in the level select menu, or having the camera come off the player and zoom away from them on the zipline sections showing the scale of each level, have appealed to the team. The ideas don’t necessarily add anything to the game mechanically however we feel they will benefit the overall impact on the player.