

Production Plan

We already have a basic game framework: movement, simple gun fire, a health and damage system, and two enemy types with pathfinding.

First, we will work on the most essential tasks to create a working game level. By the end of Week 6, the camera, gun, and movement mechanics will finish being programmed, and the art and animations for the player and an enemy will be completed. We will begin sourcing sound assets.

In the following weeks other features and art will be created, and by the end of Week 9, all of the most essential features should be implemented: Fire Rate & Reload, Dodge Action, Burrow Action, and NPC Interaction. Art for two additional enemies will be completed as well.

The final few weeks will focus on adding features such as powerups, new weapons, and additional art assets (UI, Environment Art Assets), as well as refining core gameplay before the final presentation. Any sounds that have not been completed will be finished up in these weeks as well.

WEEK 5: Vagabond Bunny animations. Camera scale fix in Unity.

WEEK 6: Grasslands Tileset art. Program gun attack fire rate and reload.

WEEK 7: Bullet Bunny enemy art and animations. Program dodging action in game. Sounds for Bullet Bunny enemy.

WEEK 8: Slime enemy art and animations. Program burrowing action in game.

WEEK 9: Bear Bunny enemy art and animations. Program NPC interaction and dialogue system.

WEEK 10: Bunnyville house art. Program Carrot Powerup and NPC give up range. Create sounds for Bear Bunny enemy and slime.

WEEK 11: Item art for revolver, slingshot. Art for carrot powerup. Program the new slingshot weapon into the game and change it to the starting weapon. Create music for green fields area.

WEEK 12: Art for UI buttons and text boxes. Program inventory system and item pickup.

WEEK 13: Title Art for main menu. Program the enemy bullets to be slower and more distinct. Create sounds for UI interaction/click and slingshot.

WEEK 14: Create art for Vagabond Bunny death. Finish and fix remaining issues.