

Game Design Stream - Haunted

Introduction

- Power Point discussing the origins— how the idea of this world came to mind, some of the original lore on the “gods” of this world, how things are “presently” in respect to this game
- Potential room for further discussion based on any questions/comments of the people

Game Time

- How to have things persist between different levels/General Save Game functionality
- Making a To-Do List that will update when something gets done...and won't when something is not :)
- The development of at least one ability for Wyatt (Red), Lux (Pink), and Lucian (Yellow)
- Making the screen where the choice is made for what character the player plays as
- The behavior of at least one of each enemy type (Patrol and Hunt)
- (The start of) the credits screen for the lovely artists (and whoever else may come along the way)
- There probably won't be too much in the way of animations at this point, but I will show off the general layout of that since Sprites can get a different setup than 3D characters
- There will likely be much room for diving further into something/exploring a spiral/who the heck knows based on what people are interested in seeing at any given time. I will also always be yapping. This is your warning

End

- Any remaining questions/comments, very open-ended (pun intended)

I am looking forward to this insanity, hopefully you are able to say the same before, during, and after this experience