

## Final Milestone Update

### **What was done until Milestone Checklist 2**

- Changing game engine from Unity to RPG Maker MZ
- Learning RPG Maker MZ
- Adding cutscenes
- Adding Quests
- Chapter 1
- Chapter 2
- Chapter 3

### **Milestone planned in Checklist 2 and deadlines**

- **Week 9 - Deadline : Add depth and polish**
  - Add Mobs
  - Balancing
  - Foreshadowing
  - Side Quests
  - Multiple Endings

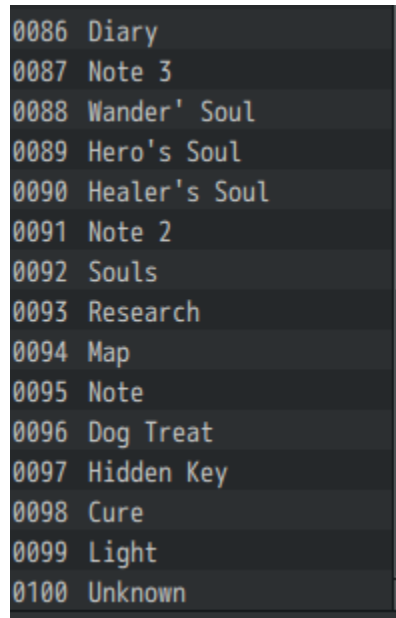
## What have I done for my final project?

- Added Mobs
  - New Mobs appear in Chapter 2
  - New Bosses are added

Enemies	
0001	Goblin
0002	Gnome
0003	Crow
0004	Treant
0005	Hi_monster
0006	Zombieeee
0007	Mimic
0008	Ketos
0009	Wander
0010	Hero
0011	Healer
0012	Boss
0013	DemonPot
0014	BirdMan
0015	WolfMan
0016	EvilBook
0017	Harpy
0018	Evilgod
0019	UnDead King
0020	UnDead Queen

- Balancing
  - Tested all the bosses and mobs
  - Make sure user was able to defeat them if used correct strategy and items
  - Added various skills both to enemy and ally
  - Added hidden quests that lowers difficulties

- Foreshadowing
  - NPC and Object interaction now give foreshadowing of true endings and background
  - Many hidden items and quests to explain the story



0086 Diary  
0087 Note 3  
0088 Wander' Soul  
0089 Hero's Soul  
0090 Healer's Soul  
0091 Note 2  
0092 Souls  
0093 Research  
0094 Map  
0095 Note  
0096 Dog Treat  
0097 Hidden Key  
0098 Cure  
0099 Light  
0100 Unknown

- Side Quests and Multiple Endings
  - Added bosses and quests that are optional but tells truth about mystery
  - 1 bad ending
  - 1 happy ending
- Creating slides and recording presentation
- Recording gameplay for final video
- Editing and completing final videos
- Deploying final game as web in [github.io](https://github.io)

- Working on Design parts