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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

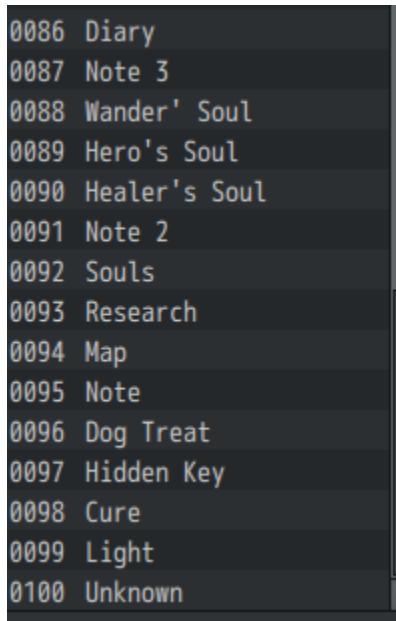
What have I done for my final project?

- 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 | Zombieeeee |
| 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



- 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

- Working on Design parts