

DEVELOPMENT PATHWAY

- 1) IN 1ST PERSON VIEW, PLAYER CAN MOVE ABOUT
- 2) PLAYER CAN ACTION TO CLIMB, JUMP, ENTER
- 3) PLAYER CAN SPRINT TO 2ND PERSON VIEW
- 4) PLAYER CAN ACTION WHILE SPRINT TO FREE RUN.
- 5) ENVIRONMENT POLISH AND REFINEMENT
- 6) ENVIRONMENT WORLD-BUILT FOR NPCs

A) NPC EACH HAVE A HOME

- EACH NPC HAS A PLACE TO SLEEP

- EACH NPC HAS A PLACE TO EAT

- NPCs INTERACT WITH EACH OTHER IN HOMES

B) MIDDLE AGED NPCs HAVE JOBS

- NPCs PERFORM JOB THAT BENEFITS COMMUNITY

- NPCs INTERACT WITH EACH OTHER AT WORK

7) NPC INTERACTIONS ARE DYNAMIC

A) NPCs HAVE SCHEDULES

- SLEEPING TIMES, PLACES, AND CONDITIONS

- EATING, ONE HOME MEAL, ONE SNACK OUT

- PLAYING, EACH NPC DOES "ENTERTAINMENT"