

0.0 Eidolon's Veil

1.0 Pre-production

1.1 Concept Development

1.1.1 Game Concept Design

1.1.2 Creative Storylines Design

1.1.3 Gameplay Elements

1.1.4 Level Design

1.2 Art & Graphic Design

1.2.1 Hand-painted Landscape Design

1.2.2 Character Sketchers and Design

1.2.3 Colour Saturation Design

1.2.4 Light and Shadow Motion Design

1.2.5 Game Visual Effect

1.2.6 User Interface (UI) Design

1.3 Gameplay Mechanics Design

1.3.1 Form Transformation Mechanics

1.3.2 Puzzle Solving Design and Mechanics

1.3.3 Characters Manipulation Logic

1.3.4 Evolving World's Mechanics

1.4 CyberSecurity Design

1.4.1 Cryptography Algorithms Selection

1.4.2 Secure Database Selection

1.5 Requirement Specifications

1.5.1 Functional Requirements

1.5.2 Non-functional Requirements

2.0 Production

2.1 Game Asset Creation

2.1.1 Environment Creation

2.1.2 Background Music and Sound Effect Creation

2.2 Backend Development

2.2.1 Database Implementation

2.2.2 Backend API Implementation

2.3 Game Software Programming

2.3.1 Core Gameplay Programming

2.3.1.1 Form Transformation Logic

2.3.1.2 Puzzle Solving Logic

2.3.1.3 Game Character Movement Logic

2.3.2 Storyline and Thematic Programming

2.3.2.1 Love Theme

2.3.2.2 Loss Theme

2.3.2.3 Mystery Theme

2.3.3 Environment Programming

2.3.3.1 World Shifting Logic

2.3.3.2 Light and Shadow Manipulation Logic

2.3.4 UI/UX Programming

2.3.4.1 Game Menu and Settings

2.3.4.2 In-game User Interface

2.4 CyberSecurity Implementation

2.4.1 Cryptographic Algorithm Implementation

3.0 Testing and QA

3.1 Internal Testing

3.1.1 Unit Testing

3.1.2 Bug/QA Testing

3.2 External Testing

3.2.1 User Testing

3.2.2 Simulation Testing

4.0 Launch

4.1 Launch Preparation

4.1.1 Multi-Platforms Setup

4.1.2 Final Server Check

4.2 Soft Launch

4.2.1 Monitoring and Control

4.2.2 Patches and Software Updates

4.3 Full Launch