

Updated Production Plan (GDS-6)

(Rops and Cobbers)

There are images attached to the file for reference:

Summary:

1. In general, there haven't been many changes other than the major 3D assets and Sound Effects lag.
2. A lot of the tiny changes have been made as the development has gone on.
3. One of the aspects that we misjudged the timing of was the Multiplayer setup which was expected as this is something completely new and would be an ordeal task for us. The workflow is completely different from and offline narrative-based or Platformer game.
4. The coding for the abilities also took time.

All in all things haven't gone out of control completely as there has always been a fail-safe and back up plan.

Updated Design Pillars

Old:

1. Chaotic
2. Cartoonish
3. Replayability

New:

1. No downtime and being constantly on the move:

This aspect is something that we have leaned into as the production has gone on and we feel would favor our combination of Design Pillars. The cop would always be on the hunt and the Robber would strategize whether to go for the loot or sneak around and distract the Cop.

2. Cartoonish/Funny Themes:

As we have seen in the playtest players have found the gameplay to be funny and exhilarating. Plus the toon shaded and anime shaders make the game feel more light-hearted and laidback.

3. Asymmetrical Gameplay:

We initially didn't accept this as our design pillar as the vision for the game wasn't clear. But now we do want both the cop and the Robber roles to feel different and compliment each other. The Robber has abilities that favour him to increase the distance and go undetected whereas the Cop has abilities to gain distance and sniff the Robber out.