UNM 2023-2024 Gaming Capstone Software Production Schedule - Potion Shop: Gone Astray

***This is just a rough approximation of the production needs of the game, in approximation to have them ready by our established timelines. It is highly subject to change. Inside voices please :) ***

Lesson	Objective	Date
Git and Player Controller	Introduce GitHub and import Unity First-Person Controller	10.16.2023
Formal Git and Unity Setup	Ensure that everyone is able to get access to the GitHub repository and able to open the Potion Shop Unity project.	10.20.2023
2D Scene Setup	Build a point-and-click 2D environment for Unity	10.22.2023
2D/3D Scene Transition	Create scene manager and add functionality so that the player character can transition back-and-forth between the maze level and the potion shop level.	10.23.2023
2D Camera	Implement 2D character/camera controller, to simulate moving around the shop.	10.29.2023
Main Menu Setup	Create the main menu, including functionality for starting a new game (go to potion shop, for now) and exiting the game to desktop.	11.01.2023
Timer Setup	Set up timer, day cycle (morning, afternoon, evening), and HUD display.	11.02.2023
Health System	Set up health/damage system, applicable colliders, and HUD indicator.	11.03.2023
Inventory System	Create ability to pick up item, open and visualize inventory, drag and drop in inventory, add/remove item from player, and creation of ingredient game objects.	11.12.2023

Ingredient Objects	Add ingredient spawning, which have different areas and times that they spawn into the maze. Spawning of ingredients based on time or area will be implemented after first day gameplay demo).	11.12.2023
Win/Lose Check	Set up end-of-the day check to see if the player made enough money to pay the landlord. This will eventually be moved to occur on the fifth day, once the full 5-day week is set up.	11.20.2023
First Test Build of Project	Create a test build of the project, to ensure that there are no major issues up until this point and to make sure the game is able to run on PC adequately.	11.20.2023
Potion Crafting System	Create potion crafting system, which uses ingredient game objects to make a potion game object. The potion game object will have a value, quality, ~~and status effect when used or thrown~~ (delayed until later in December).	11.17.2023
Currency System	Create currency system, including buying/selling ingredient and potion game objects.	11.21.2023
Order/Quest System	Create system by which the player receives orders from customers for a potion,and then the player makes the potion to turn into them for money.	11.27.2023
Second Test Build of Project	Create a test build of the project, to ensure that there are no major issues up until this point and to prepare for proof of concept build the next week.	12.03.2023
Build Proof of Concept Demo	Build first day proof of concept demo. Perform minimal last-minute troubleshooting, if needed.	12.05.2023
1st Day Gameplay Demo	First day gameplay demo complete, upload demo to itch.io.	12.06.2023
Energy System	Set up player energy drain, recharge, sprint, and HUD indicator.	12.07.2023

Potion Recipe Book	Create the recipe book UI, which allows the player to flip through pages (hand-drawn imported images) to see what potions they can make. Implement all potion recipes into game.	12.08.2023
Morality System	Create a morality system that makes it so that choices made when completing an order affects the player's moral standing in the world. Morality wll affect the type of challenges in the maze level and the types of customers that come in to the shop.	12.18.2023
Third Test Build of Project	Create a test build of the project, to ensure that there are no major issues up until this point after AI, checkpoint, and morality systems are implemented.	12.17.2023
Maze Enemy AI	Set up AI for enemies in the maze, including spawn, navigation, behavior, sensing, and collision detection.	12.23.2023
Save/Checkpoint System	Create checkpoint system, whereby the game saves the player's progress at the end of the day. The player can then close and reload the game at a later time and resume at the beginning of the day they left off at. Also, extend the week to 5-days, with win/loss check on the fifth day.	12.30.2023
Event System	Create a system that increases the likelihood of triggering good or bad events based on the player's morality. Increase likelihood and frequency of events through the week, as it progresses.	12.31.2023
Overhaul Memory Managment and Code Efficiency	Serialize data, create headers for handles, create designer documentation for how to use project.	01.16.2024
~~Fourth~~ Seventh Test Build of Project	Create a test build of the project, to ensure that there are no major issues up until this point.	01.16.2024

Dialogue System	Create system for dialogue with customers, including dialogue trees.	01.27.2024
Book and Bookshelf System	Create book objects which can be interacted with to be read. Book objects will each occupy its own space on a book shelf.	01.27.2024
Eighth Test Build of Project	Create a test build of the project, to ensure that there are no major issues up until this point.	01.27.2024
Enter Dialogue	Enter all dialogue into dialogue system => Ready to implement when dialogue is finalized	01.25.2024 - 01.31.2024
Animation Implementation	Add all animations to Unity and implement in game. ***Final animations still need to be created, but are otherwise system is ready and implemented in game using Mixamo prototypes.***	02.01.2024 - 02.14.2024
Ninth Test Build of Project	Create a test build of the project, to ensure that there are no major issues up until this point after implementing animation and adding in dialogue. Also, to prepare for Playtest #1 in two weeks.	02.14.2023
Sound Implementation	Add all non-maze sounds to Unity, create sound management system, finalize sound design, implement in game.	02.15.2024 - 02.21.2024
Playtest #1 Build Complete	Complete Official Playtest #1 build.	02.27.2024
Upload Official Playtest #1	Upload Official Playtest #1 to itch.io.	02.28.2024
Collect Playtest #1 Feedback	Collect feedback from the first official playtest, and consider what changes to make before next playtest.	03.01.2024 - 03.08.2024
Revise Game Based on Playtest #1 Feedback	Make revisions to game based on feedback from the first official playtest.	03.09.2024 - 03.27.2024

Tenth Test Build of Project	Create a test build of the project to ensure that there are no major issues up until this point and to prepare for Playtest #2 the following week.	03.21.2023
Playtest #2 Build Complete	First day gameplay demo complete, upload demo to itch.io.	03.28.2024
Upload Official Playtest #2	Upload Official Playtest #2 to itch.io.	03.29.2024
Collect Playtest #2 Feedback	Collect feedback from the second official playtest and consider what changes to make before next playtest.	04.01.2024 - 04.10.2024
Revise Game Based on Playtest #2 Feedback	Make revisions to game based on feedback from the second official playtest.	04.11.2024 - 04.27.2024
Eleventh Test Build of Project	Create a test build of the project to ensure that there are no major issues up until this point and to prepare for publishing the final game on Steam the following week.	04.21.2023
Create Final Unity Build	Build the final version of the game in Unity.	04.28.2024 - 04.29.2024
Publish Game	Publish game to ~~Steam store~~ itch.io.	04.30.2024