Team 10 Proposed Feature Implementation

Features Yet to be Completed:

**Dialogue**

A major theme in the feedback we have received for our game is that players do not have a sense of where they should go or what they should do, especially at the beginning of the game. Implementing a dialogue system, which triggers at certain times (such as the start of the game) will solve this issue by giving players context for the level as well as giving a stronger sense of character for Raven. In the alpha build, our dialogue box was clunky, buggy, and in the wrong location, so our plan is to fix these issues, improve its look, and fill it with the appropriate information to help guide players. In addition to fixing these problems we would also add a ‘mysterious wizard’ character to talk to and guide the character. The wizard sprite would appear when dialogue events trigger, speak to the player, and then vanish when the dialogue event ends. The wizard does not interact with the player in any other way, and is primarily a visual aid to ground the dialogue.

Risk Assessment: Since we have already fixed some of the bugs since submitting the alpha build, the amount of time to fully implement this feature is quite low. Any risks are far outweighed by the benefit to the players with this feature.

Schedule: Programming: 2-3 hours (bug fixing, adding dialogue)

Art: 2-3 hours (Wizard sprite)

Complete by: Nov 28th

**Start/Pause/Victory Screen**

Being able to pause the game and showing a victory screen when the level is completed are critical features that players will expect when playing this game. Although these features are currently in the alpha build, the layout and size of these screens make them sloppy and hard to read. In addition, we would like to provide more feedback in the victory screen, implementing a timer and showing how long the player took to complete the level. This would allow players to compare their times and try the level again to improve their score.

Risk Assessment: The only risk here would be if the new layout/design of these screens looks worse than the current version, which, if you’ve seen the current version, is not a high risk.

Schedule: Designer: 1-2 hours (Layout redesign, resizing)

Programmer: 1 hour (Timer implementing)

Artist: 1 hour (Screen background images)

Sound: 1-2 hours (UI noises)

Complete by: Nov 21st

**Enemy Animations/Sound + Level Decorations**

We have enemies in our level that move and shoot objects at the player, and it would be jarring for players if there were no animation or sound effects for these behaviours. This includes boulders and environmental hazards. In addition, we would like to add small decorative sprites throughout the level to both differentiate the different planes (besides colour) and to provide guideposts so players can better orient themselves in the space. We ran out of time for the alpha build to put placeholders but we should have more than enough time to add these assets into the game.

Risk Assessment: There is a risk that these assets wouldn’t be completed in time, but the chance of this happening is low.

Schedule: Artist: 6-8 hours (asset creation)

Sound: 3-4 hours (asset creation)

Completed by: Dec 5th

Feature Polish:

**Placeholder Replacement**

The moving platforms and enemy sprites are not the final versions that will be in the game, so a priority for us will be to replace the placeholder art assets with the final versions. These versions will make it clear where the platforms will go and will indicate if a platform is in the correct location and will no longer activate (giving the player a sense of completion and progress). In addition we are updating animations for Raven’s walk and jump cycles. This will also apply to sound assets as they are developed.

Risk Assessment: Little to none. Replacing these assets are a high priority for us and will only improve the game’s feel.

Schedule: Artist: 5-6 hours (asset creation/editing)

Sound: 4-5 hours (asset creation)

Programmer: 1-2 hours (adding assets to game)

Completed by: Dec 5th

**Ghost Platform Effects**

In our alpha build, we have particle effects in certain places to denote where a platform will go once the player finds it and activates it. This is very useful for the players as it gives them a sense of what to plan for in the level. For example, at the beginning of the game there are two ‘phantom’ platforms that will show players that they must construct a bridge to get to the end goal. We did not have time to put this in for all platforms, but it would be trivial to complete this implementation, and would be a vital signpost for players who might be confused as they play through the level.

Risk Assessment: The only risk would be confusing players further, but an explanation in the tutorial dialogue will make this effect perfectly clear.

Schedule: Programmer: 1 hour (implementation)

Completed by: Nov 21st

**Level Design Fixes**

There are small issues with the level design at the current moment that allows glitches to occur, such as completing the game instantaneously or using a platform in a location where it should not be allowed. As these are major problems for the game, we are committed to fixing them. These fixes will include slight modifications to code and platform locations, and minor tweaking to Raven’s movement.

Risk Assessment: None. These fixes will only improve gameplay.

Schedule: Designer: 2-3 hours (Work with programmer on issues)

Programmer: 2-3 hours (Work with designer on issues)

Completed by: Nov 28th