UI Functional Specs

* How do you enter name?
  + ⇒ Virtual Keyboard
* How many profiles?
  + ⇒ 3
* Everyone script in C# or Javascript
  + ⇒ Preferably C#
* Storyboard cutscene
  + ⇒ I was thinking maybe a simple victory/defeat cutscene
* Mockup Controller Wii U+UI functional specifications
  + ⇒ Image Assets folder
* Difficulty functional spec-what is changing
  + ⇒ I think keep it to one difficulty setting; that’s traditional for Zelda, anyway
* sound clarify sliders
* video settings?
* Mock ups main Menu and in game pause menu for next week
* Save game functional spec
* how many load/save slots?
  + ⇒ Maybe keep it to only one, per profile; saving overwrites, traditional Zelda
* Break apart all on screen messages indicating information to the player whether it be command confirmation etc
* deconstruct health meter, troop meter and what it means to the player
* GUI Functional specification
* Minigames? Documentation
  + ⇒ Don’t foresee the need for any minigames
* Combat Functional Specification
* Navigation Functional Specification-In-Game
* Commands,Troops Functional Specification
* Ganondorf Functional Specification-pull towards based on class, selection process, raycasting, timer on how long they are held, how much energy, how far they can be moved, how is the radius lighted and when, what is the energy drawn based on, reinstantion timed
* Excel spreadsheets to balance units stats
* Mission Document-Objective functional specification. How are objectives working? What kind of objectives does the player have? List of all missions? Rough walkthrough of mission? 2D map of missions?
* Level Loading Screen Mockup
* Get mockups of everything possible
* Boss Fight Functional spec-how is it different?QTES? What happens at each stage of Boss’ health?
* Assets Functional Spec-statistics, accuracy
* Types of damage and damage mitigation?
* Different states of buttons when pressed, selected, inactive(deactive) states of buttons