Notes in Class

Gameplay walk-

Temple Experience for gameplay walkthrough and vertical slice with all possible permutations of what the player will experience.Instance of the other things happening. What can happen in a temple? Destroy specific objects. Destroy objects in temple to release seals.

Enemies protecting them. 4 statues to destroy to move up a floor. Final floor is boss fight to defend stage. What is the player’s objectives? Continued assets of what the player uses. The player’s troops as a inventory. Upgradable troops? Various projectiles the player can shoot? Everything the player is seeing and doing. Haptic feedback and visual feedback of what the player would experience at all times through one instance of everything in the game.

Gameplay walk can be in between,but no point in specing out village if it plays exactly the same.  
  
  
What is the ideal of the vertical slice of the key features that we hope to implement in Unity ?