# **Goals**

* Create a game that fits theme well so we have a good submission
* Complete game by the end of jam (it is winnable / losable)
* Use Unity so that the game is easy to build and play in WebGL
* Don’t get stuck on small decisions or missing assets, use grey boxes or skip if needed

# **Ideas**

* [R](https://en.wikipedia.org/wiki/Valiant_Hearts:_The_Great_War)esearch the assassination. Was Harvey Oswald working alone?

# **Game Mechanics**

* Beginning narration
* Player must solve puzzle in time limit
* Lose conditions
  + Player runs out of time
* Win conditions
  + Play solves puzzle

# **Level Design**

# **Art Deliverables**

* Day 1: environment assets pushed
* Day 2: playable character pushed
* Day 3: NPC 1 pushed
* Day 4: NPC 2 pushed
* Day 5: NPC 3 pushed
* Day 6: UI assets pushed
* Day 7: misc assets pushed

# **Code Deliverables**

* Day 0
  + Get everyone on same version of unity (latest official)
  + Make sure we have a rough plan / tasks
* Day 2
  + Gray box the level
  + Add win / loss game logic
  + Add play again button
  + Add landing screen to play the game
  + Document how devs can publish new version of game
* Day 2-3:
* Research what assets are needed.

What was researched during the investigation?

* + Search shooter location from Texas School Book Depository to discover rifle and shells in corner.
  + Recreate scene from autopsy of JFK’s body to determine from whence the bullet came
  + Eyewitness accounts
  + Handwriting analysis that A. Hidell ordered a rifle but it was shipped to Lee Harvey Oswald and he signed the money order for it under A. Hidell.
* Day 3-4: Creating NPC-Quest and Dialogue systems.
  + We need a visual map of how this would flow
* Day 5-6: Making UI (Menu, etc) and add some copyright-free music
* Day 7-8: Debugging and Publishing

# **Meetings/Decisions**