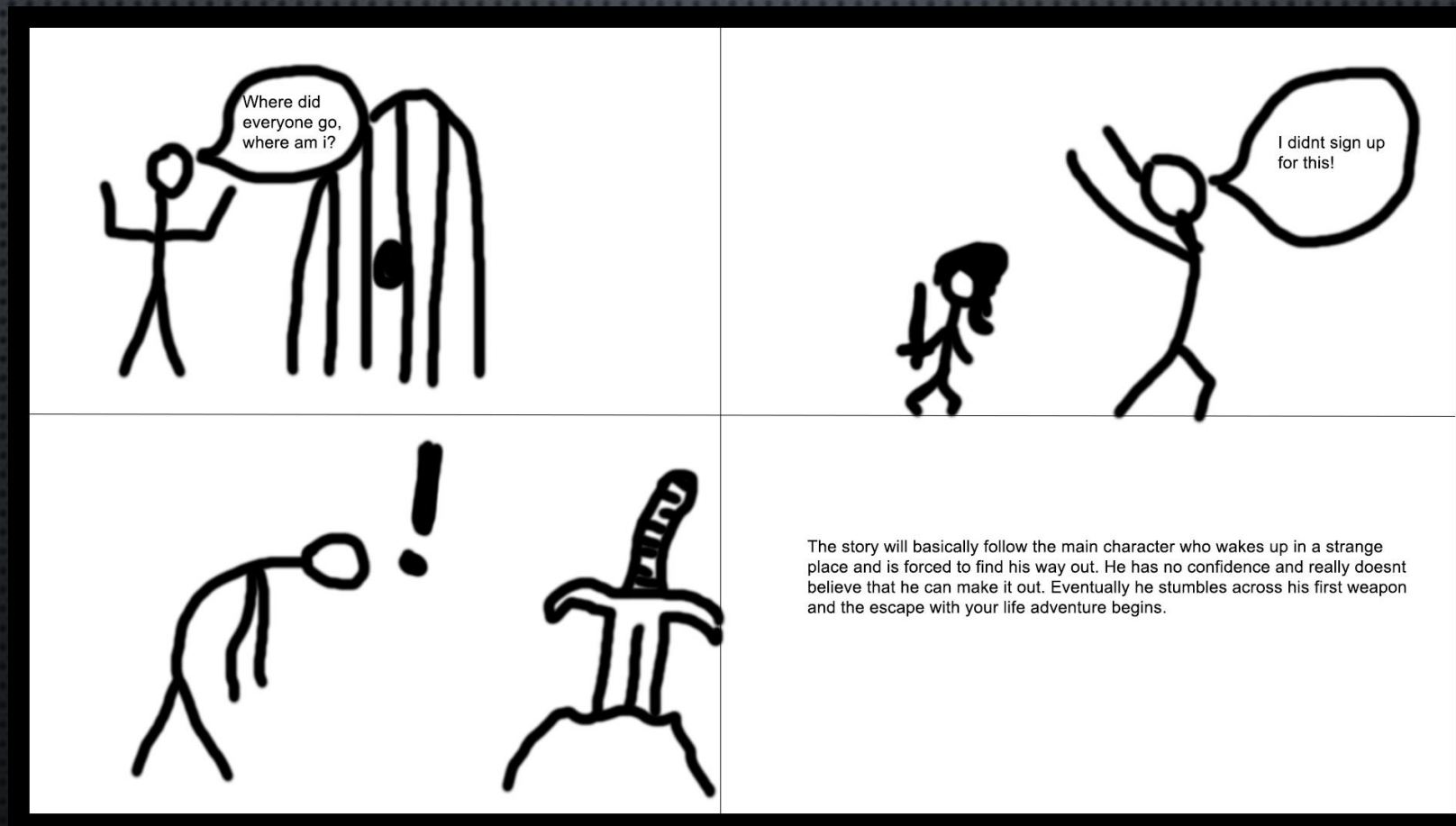# THE UPSIDE DOWN

Project by Alex Killian

MAJOR STORY CHANGES

New Storyline

- Technology advances to the point where AI takes over the earth
- AI creates technology that reverses the gravity on earth so all living things "fall" into the sky.
- Survivors of humanity forced into hiding underground
- Main character Misha is a 7th generation ground dweller
- Her father (the leader of their colony) goes missing
- Misha goes on adventure to find her father.

Timeline

October 24th – December 12th:
- Basic Scripting
- Working start menu
- Npcs with dialog
- Enemy follow AI and damage scripts
- Player Movement and Animations
- Camera control scripts
- Audio Manager scripts
- Parralax Scripts(not put into use yet)
- Tilesets divided for Inside and outside houses, terrain, and plant life.
- Projectile scripts for spells
- Release first teaser trailer
- And more

December 12th – December 31st:
- Finish UI scripts and animations for healthbars, mana, and enemy health.
- I have all assets for animated and dynamic healthbars
- Finish enemy prefabs and AI scripts (sight ranges, follow AI, attack Variation)

January 1st – January 31st:
- Finish level designs up to finding the surface
- Polish everything

Febuary 1st
- Begin Testing
- Begin Marketing
- Release 2nd trailer
- Bugfixing and Polishing

Release Spring 2020