**Assumptions**

The primary goal of this project was first and foremost to create a somewhat interesting gaming experience. The needs of the game won over realism every single time. So even though I took inspiration from the person-operated elevators of the late 19th century, the elevator that this code simulates ultimately bears very little in common with actual real world elevators. And that’s just the elevator! The lore of the game involves feys, time loops, and star divining. With that in mind, here are some of the more important assumptions I made:

* I assumed that the distribution of passengers’ starting and destination floors would be uniform, when in reality, especially in hotels like this game is set in, the vast majority of passengers will be going between their room’s floor and ground floor
* I assumed that passengers would be willing to wait around for an elevator forever, even though they have no way of notifying the elevator that they are present.
* I assumed that riding an elevator decreases a person’s happiness, and that how much one tips relates directly to how happy they are
* I made several assumptions about the elevator controls.
  + I assumed that a button could open the doors, when in all likelihood it would just be a gate that the operator would manually manipulate.
  + I assumed that the elevator direction/speed was controlled by a slider, when it seems they were operated by a level thingy.
  + I assumed that the slider maintained its position without pressure. From what I could find online, even the very first manually operated elevators would automatically stop if you let go of the controls
* I assumed that this hotel is rich enough for an elevator, and yet is so cheap or derelict in its maintenance that normal operations over the span of a couple minutes are enough to break the elevator.
* I assumed that the elevator would be designed so that opening the doors would immediately stop the elevator, however it would not automatically stop when the elevator reached the ends of its shaft.
* On the topic of elevator safety, I assumed that the elevator was somehow designed to operate beyond it’s safe limits, going fast enough to damage it in some way.
* I assumed that the elevator would be damaged by suddenly stopping while moving at those unsafe speeds
* I'm assuming that people tip their elevator operator. That could not possibly have been the case

**Unimplemented Features**

The hardest part of this project was letting go of my ideas for the sake of time. I know there technically wasn’t a limit, but 2 weeks still felt like I was stretching it. Everything but the core systems was left out of the prototype.

Real Art

The game currently uses placeholder art. More than fine for a prototype, but I had originally planned to create pixel art in a Georgian, civil war aesthetic. Very warm and opulent. I also would’ve wanted to have animations and sounds effects for both the dialogue lines and for certain events like elevator damage.

More Sophisticated Scenes

The kinds of scenes that I was able to write were quite limited. I originally planned to have a much more complicated system, but limited my scope due to time goals. In its ideal state, scenes would able to handle multiple NPCs, allowing a grouping of star roles or even spontaneously creating normal scenes with multiple passengers. They would have flag requirements (for example, only spawning a star passenger if some event set some flag would allow for continuity in the story). They would have weights that determine how likely they are to spawn. Scenes would be able to pause or cancel at any stage, and would be able to effect the passenger’s destination floor.

Title Sequence

I originally planned to have some title sequence scenes between the player character and their boss to set up the game and its setting, but I couldn’t get around to that.

Proper Documentation

I wrote in some high level java docs, and some comments to explain some of the more squirelly bits. However, if this project were to go forward and last longer than 2 weeks, I would want a more robust set of documentation. Even if I were the only person working on it, it would be nice to have a reminder if I took a break.

Misc

The way I create a clickable box for the player dialogue options is very rigid and silly. I wanted to redo it, but didn’t have time.

The JSON file for the level data was much, much better than using a bunch of constants, however it still got a little long once I started writing the scenes. I would want an “import” that would allow me to split a level file into multiple different JSONs.