

## Maintenance Paper

The following list contains the milestones for the future updates, based on the feedback received from the previous tests:

- Editing the original tilemap picture to erase the mentioned strips.
  - Removed several strips and the black background.
- A slippery edge collider instead of the implicit tilemap collider for the ground with the homonym tag.
  - Implemented in some edgy areas along the tilemap collider.
- Another edge collider for the walls with the homonym tag. The isgrounded attribute will be activated only when it touches the ground and not the wall.
- Several improved edge colliders for dealing with the button and lever issues.
- A “game over” scene which appears when the player dies and let him choose to play again, to choose another level or to quit.
- A highscore for each level based on the time elapsed to pass to the next level.
- A highscore for the entire game to attribute a score to the current user. Probably the mean of the time elapsed for each level.
- A leaderboard with multiple users who played the game with rankings.
- A local database or a Firebase connection for the user’s data.
- Multiple levels designed as a tree.
- An android version tested properly both manually and unitary.
- A tutorial with arrows, annotation and pieces of advice.

## References

- <https://www.youtube.com/user/Brackeys/>
- <https://assetstore.unity.com/packages/2d/environments/medieval-pixel-art-asset-free-130131>
- <https://creately.com>