

## Project Valence Roadmap

MVP #1 – Playtest, Completed by November 20<sup>th</sup>.

- Tutorial Level Complete
- Basic products (~2) that can be made within 2 machines.
- Contract Selections (~4 contract options)
- Single lab layout (not yet random)
- Post play screen implementation for pass and failure
- Simple Audio assets (music nice to have, not need to have)

MVP #2 – Increase Randomness! Completed by January 20<sup>th</sup>.

- Random Level Generation
- More verbose story creation
- Increase products.
- Add 2 More machines (TBD the machines)
- Store implementation
- Master list of unlockable items
- Add Machine animations.

MVP #3 – Implement RAMS! Completed sometime in early March.

- Player has increased methods of failure (slips, trips, falls, explosions?)
- Add more dangerous machines and recipes.
- Clients are now characters instead of abstract names.
- Mini Game implementation for 2 machines

MVP #4 – Beta release, Completed before project day.

- 6 Machines, 25 recipes (loose numbers)
- Character augmentations / customizations
- Tired Machines
- Meta store
- In game store
- Mini Game implementation for most machines
- Music for menus, normal play and “near failure” states

MVP #5 – Version 1.0, More fun with friends!

- Multiplayer!
- Stock is no longer infinite, it costs money (in-game, not real)!
- Product Purity