Eggly Buddies Milestone 1 Submission

<u>Team members:</u>
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Proposed Development Plan:

Skeletal Game

Week 1

- [x] ~~Layout basic class structure~~
- [x] ~~Create main scene~~
- [x] ~~Base sprite assets~~

Week 2

- [x] ~~Basic physics / collision detection for creature colliding into walls and objects in the room~~
  - [ ] Note: we didn't add any objects that the creature collides with in the room, however, it does collide with the walls
- [x] ~~Be able to navigate between scenes~~
  - [ ] We decided to focus our efforts on the single main scene, so that a good foundation is established and future scenes are easy to implement (by replicating what we implemented in the main scene). This task is moved below.
- [x] ~~Keyboard / mouse control of character sprite~~

Week 3

- [x] ~~Implement gravity with an apple that bounces~~
- [x] ~~Implement parallax~~
- [x] ~~Basic mechanics for sleeping minigame (infinite runner)~~
  - [ ] Moved to Playability, since minigames are more "nice-to-have" and not part of the core game
- [x] ~~Background music / sound effects~~
  - [ ] Moved to minimal playability

Minimal Playability

Week 1

- [ ] Complete transitions between scenes (add new sprites and background assets for new rooms)
- [ ] Add logic for when to move to a different scene (e.g. taking a bath after playing outside)
- [ ] Add minigames to scenes
- [ ] Background music / sound effects

Week 2

- [ ] Add classes to track creature personality and status (e.g. hunger, tiredness, etc)
- [ ] Basic user tutorial / help menu → access from mailbox screen (e.g. incoming mail to teach you what to do)
- [ ] Inventory system/interacting with items using mouse

Playability

Week 1

- [ ] Implement saving of game state + reloading
- [ ] Menu / UI to display personality and status
- [ ] Random events differ based on personality and status
- [ ] Basic mechanics for sleeping minigame (infinite runner)
- [ ] Continue working on minigames

Week 2

- [ ] Finish minimally playable minigames for each scene (backyard, bedroom, garden, living room / main scene, bathroom)
- [ ] Smooth transitions between scenes
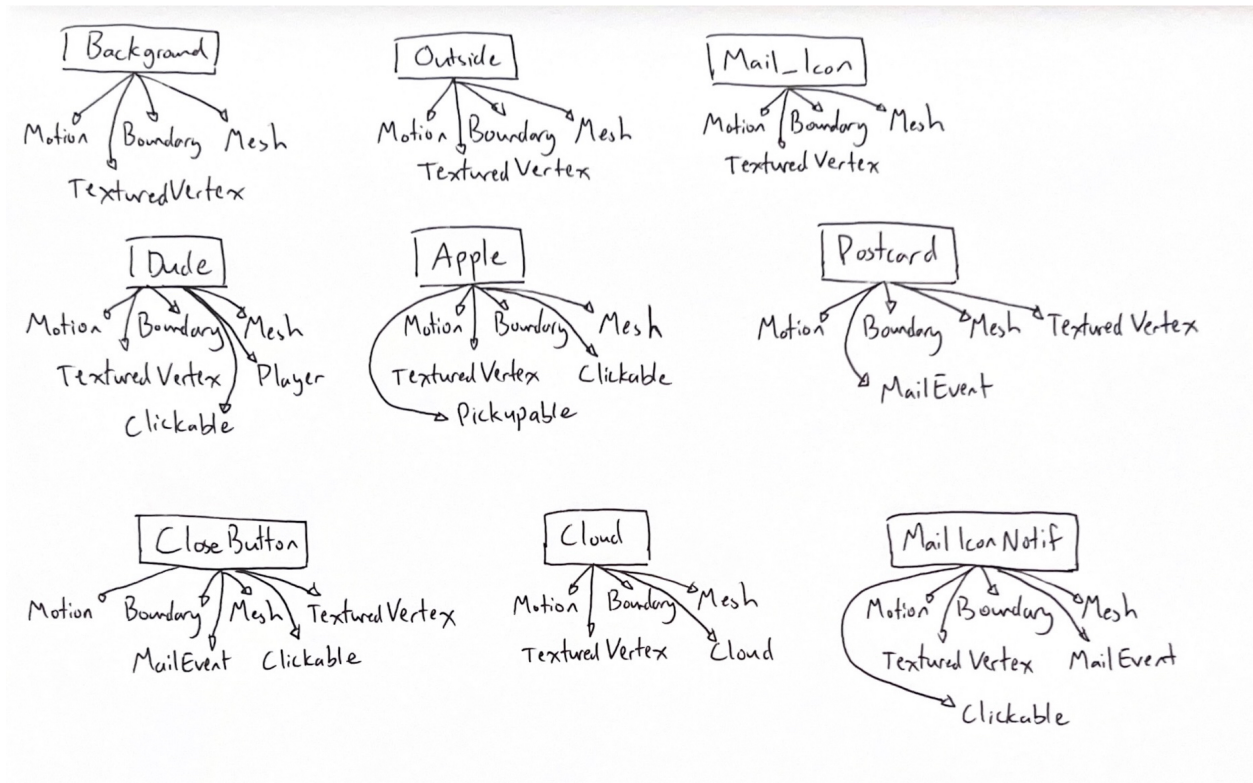- [ ] Finish creature animations

Final Game

Week 1

- [ ] Advanced gameplay: features such as advanced decision-making mechanisms based on goals (path planning etc)
- [ ] User testing + bug fixing!!

Week 2

- [ ] Finalize sound effects for all interactions
- [ ] Additional elements and details as needed

Game Design Documentation

ECS design pattern diagram, including interactions between entities and components.