

Eggly Buddies Milestone 2 Submission

Team members:

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Proposed Development Plan:

Skeletal Game

Week 1

- ☒ ~~Layout basic class structure~~
- ☒ ~~Create main scene~~
- ☒ ~~Base sprite assets~~

Week 2

- ☒ ~~Basic physics / collision detection for creature colliding into walls and objects in the room~~
- ☒ ~~Established foundation for single room: living room so that future scenes are easy to implement~~
- ☒ ~~Keyboard / mouse control of character sprite~~

Week 3

- ☒ ~~Implement gravity with an apple that bounces~~
- ☒ ~~Implement parallax~~

Minimal Playability

Week 1

- ☒ ~~Complete transitions between scenes (add new sprites and background assets for new rooms)~~
- ☒ ~~Add new entities and gameplay functionality to each room~~
- ☒ ~~Add logic for when to move to a different scene (e.g. taking a bath after playing outside)~~
 - ☐ Since this is more complex logic, this was moved to Playability
- ☒ ~~Add minigames to scenes~~
 - ☐ This was started here and will be continued in future weeks / milestones
- ☒ ~~Background music / sound effects~~
 - ☐ Moved to Playability

Week 2

- ☒ ~~Add classes to track creature personality and status (e.g. hunger, tiredness, etc)~~
 - ☐ This was started for cleanliness only, and will be expanded on in future milestones
- ☒ ~~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~~
- ☒ ~~Menu / UI to display personality and status~~
- ☒ ~~Basic mechanics for sleeping minigame (infinite runner)~~

Playability

Week 1

- ☐ Implement saving of game state + reloading
- ☐ Add classes to track creature personality and status (e.g. hunger, tiredness, etc)
- ☐ Menu / UI to display personality and status
 - ☐ Was started above and will be continued on here
- ☐ Random events differ based on personality and status
- ☐ Continue working on minigames
- ☐ Add logic for when to move to a different scene (e.g. taking a bath after playing outside)

Week 2

- ☐ Finish minimally playable minigames for each scene (backyard, bedroom, garden, living room / main scene, bathroom)
- ☐ Smooth transitions between scenes
- ☐ Finish creature animations
- ☐ Background music / sound effects

Final Game

Week 1

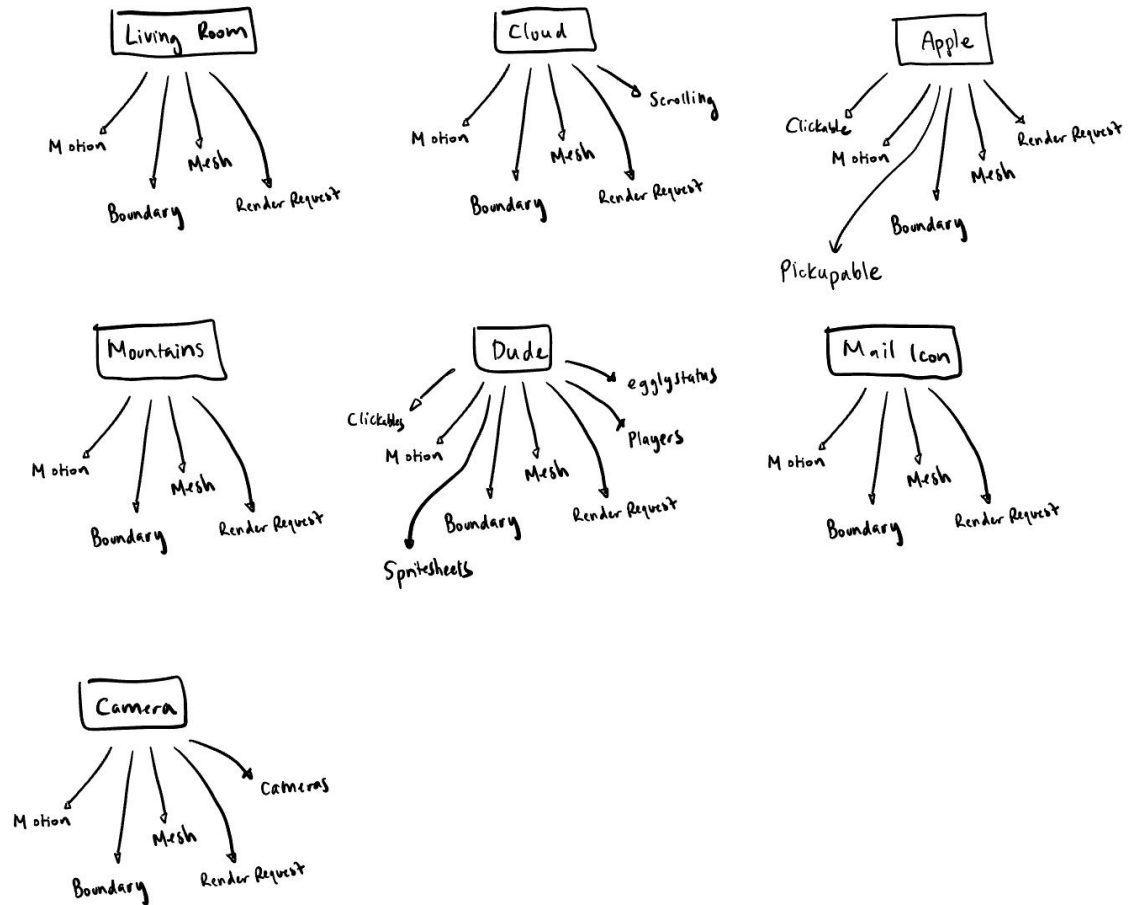
- ☐ Advanced gameplay: features such as advanced decision-making mechanisms based on goals (path planning etc)
- ☐ Finalize all mini-games
- ☐ User testing + bug fixing!!

Week 2

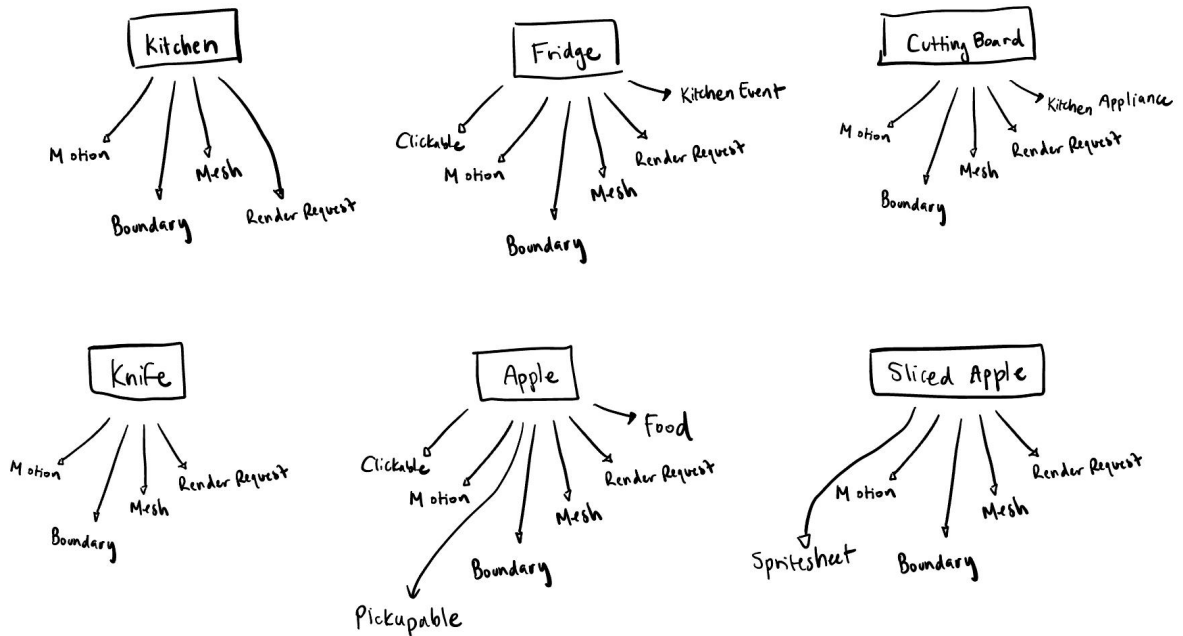
- ☐ Finalize sound effects for all interactions
- ☐ Additional elements and details as needed

Game Design Documentation

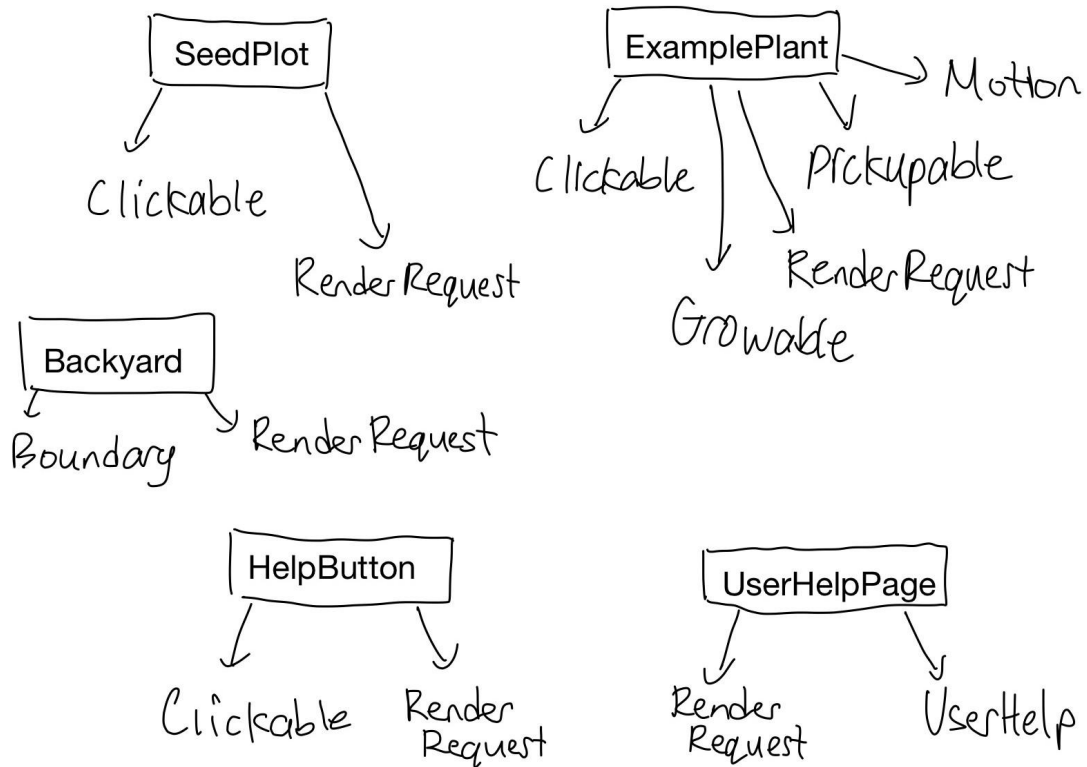
Below are the ECS design pattern diagrams, separated by room. Each diagram includes interactions between entities and components.



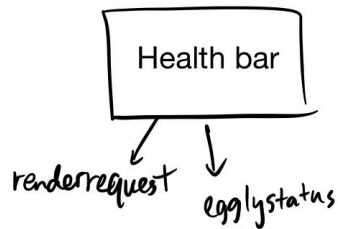
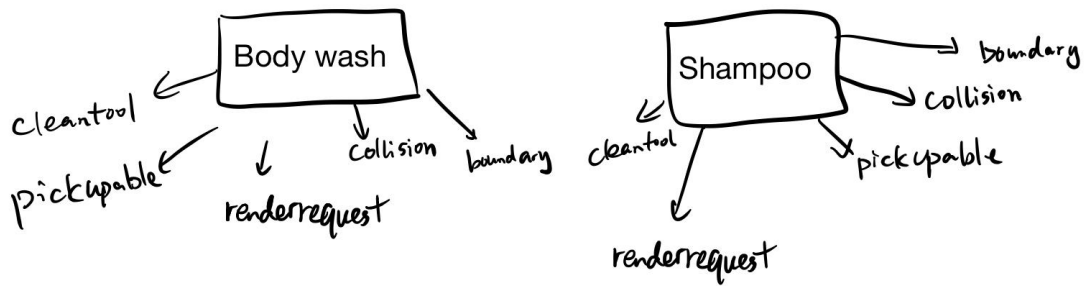
ECS design pattern diagram for the Living Room.



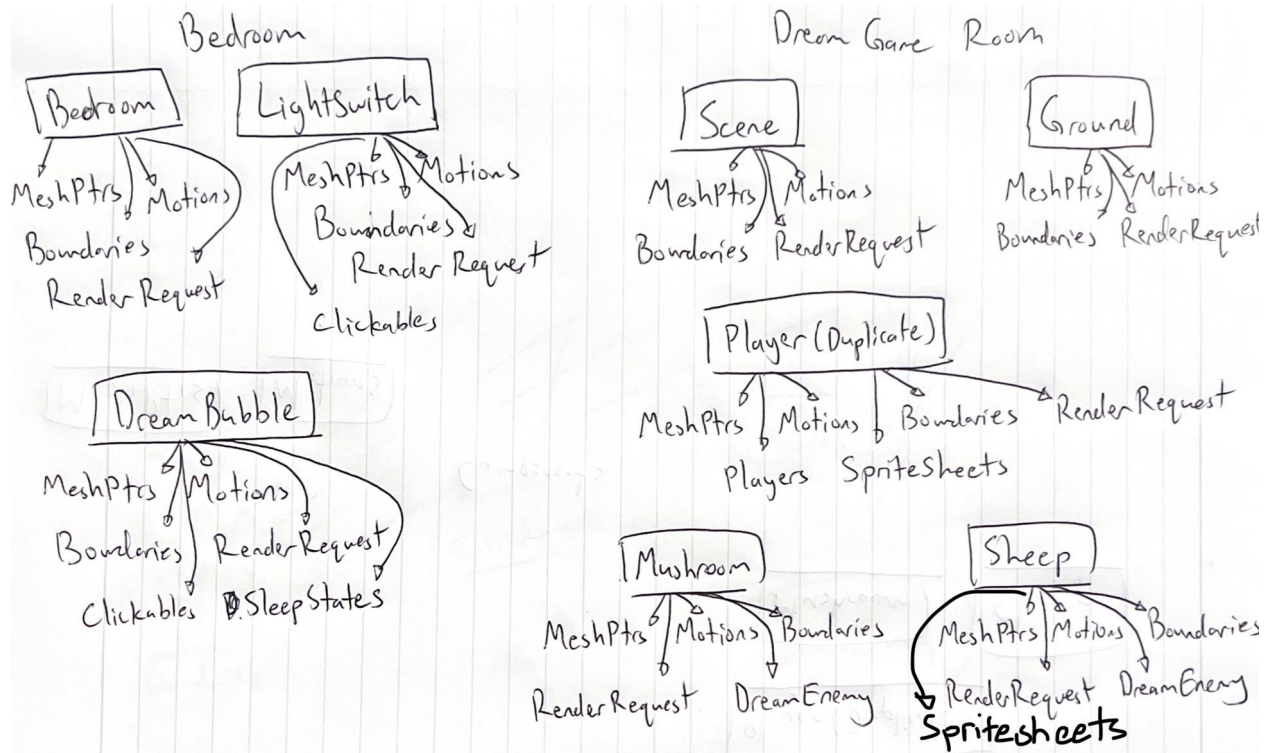
ECS design pattern diagram for the Kitchen.



ECS Diagram for Backyard and User Help



ECS Diagram for Bathroom and Health Bar



ECS Diagram for Bedroom and Dream Game Room