

## Milestone 4 Task List & Expectations

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### Milestone 4 Expectations

For this milestone, the goal is to finalize and polish the game experience by enhancing core mechanics, ensuring smooth functionality of NPC interactions, and optimizing gameplay flow. This includes refining the user interface, character movement, and core event triggers, as well as integrating final assets such as music, sound effects, and animations. All elements of gameplay will undergo comprehensive playtesting and debugging to ensure readiness for final submission.

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### Milestone 4 Tasks

1. **Review and Progress Catch-Up**
  - a. Review progress made in previous milestones and address any outstanding tasks.
  - b. Ensure completion and refinement of core mechanics, including event triggers based on reputation, relationships, and time of day.
2. **NPC Interactions and Story Progression**
  - a. Optimize NPC interactions to improve story engagement. Ensure all interactions are fully integrated and influence player reputation and relationships.
  - b. Implement necessary bug fixes to guarantee smooth progression through story branches.
3. **Event Trigger Integration and Gameplay Polish**
  - a. Integrate final assets into the game, ensuring that event triggers operate as intended and respond to reputation, relationships, and the time of day.
  - b. Refine key fashion events and social challenges to align with the intended progression and impact on reputation.
4. **Audio and Visual Enhancements**
  - a. Add music and sound effects tailored to different game segments (e.g., light jazz during the day, upbeat pop music at night) to match the ambiance of the city.
  - b. Integrate animations to enhance character actions and event transitions, especially during fashion shows and key social encounters.
5. **User Interface (UI) and Controls Refinement**
  - a. Refine the user interface for a polished experience, particularly focusing on the HUD elements for reputation, time of day, and player stats.
  - b. Ensure intuitive character movement and interaction controls, refining the WASD movement, interaction button functionality, and wardrobe access.
6. **Fashion Competitions and Scoring System**
  - a. Finalize the fashion competition mechanics, ensuring players are scored on theme accuracy, creativity, and accessory use.

- b. Test and adjust the scoring system to reward players fairly based on choices that align with event themes and style.
  7. **Final Testing and Debugging**
    - a. Conduct thorough playtesting sessions to identify and resolve any bugs, glitches, or inconsistencies across gameplay mechanics.
    - b. Finalize adjustments based on player feedback and ensure all elements are optimized for performance and experience.
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#### **Milestone 4 Feature List**

- **NPC Interactions:** Optimized NPC interactions influencing story progression and relationship dynamics.
  - **Event Triggers:** Polished reputation and time-of-day triggers for responsive gameplay.
  - **Fashion Competitions:** Refined mechanics for scoring based on theme, creativity, and accessory usage.
  - **User Interface:** Finalized and polished HUD elements for an intuitive player experience.
  - **Audio & Visuals:** Integrated music, sound effects, and animations to enhance immersion.
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#### **Milestone 4 Wish List (Not necessary but nice to have)**

- Additional dialogue options in NPC interactions for variety and enhanced storytelling.
  - Advanced cutscenes for important events, providing visual emphasis to milestone achievements.
  - Expanded wardrobe items or power-ups for further customization and gameplay depth.
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#### **Test Walkthrough (How do I validate this work?)**

- **NPC Interactions:** Test NPC behaviors and dialogue options, ensuring they reflect relationship dynamics and reputation.
  - **Event Triggers:** Verify that event triggers work as expected based on time, reputation, and player decisions.
  - **Fashion Competition Scoring:** Confirm that competition scores align with theme adherence, creativity, and accessory usage.
  - **UI and Controls:** Test HUD readability, control responsiveness, and user accessibility.
  - **Audio and Visuals:** Ensure that music and animations enhance gameplay without interruptions or mismatches in tone.
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