

Milestone 3 Task List & Expectations

Milestone 3 Expectations

For this milestone, the goal is to refine the core mechanics introduced in the previous milestones and further develop the branching narrative elements of the game. This involves integrating event triggers based on reputation, relationships, and time of day, enhancing the complexity of the branching storyline, and introducing outcomes that react to different player choices and relationships. Additionally, I aim to solidify the key gameplay features, including refining NPC functionality, adding multiple event outcomes, and setting the foundation for time-based challenges.

Milestone 3 Tasks

1. Event Triggers and Mechanics:
 - a. Design and implement event triggers based on the player's reputation, relationships, and time of day.
 - b. Develop key events with dynamic triggers that adapt to player actions, choices, and the time-based mechanics.
 2. Storyline Branches:
 - a. Continue developing branching storylines with a focus on NPC interaction and key plot points.
 - b. Introduce more complex outcomes based on player choices, affecting reputation, relationships, and available events.
 - c. Start integrating this into the game and not just in code
 3. Time-of-Day Mechanic:
 - a. Build and refine the time-of-day mechanic, ensuring it accurately influences available events, NPC behavior, and storyline progression.
 4. Key Fashion Events and Challenges:
 - a. Create multiple outcomes for the key fashion events and social challenges.
 - b. Ensure that event challenges reflect player actions and reputation levels, impacting future storylines and relationships.
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Milestone 3 Feature List

- Event Triggers: Reputation-based and time-of-day triggers integrated into key gameplay mechanics.
- Branching Storylines: Multiple outcomes and plot developments reacting to player decisions.

- Time-of-Day System: Functional time-based mechanics influencing events and character schedules.
 - Fashion Events: Complex event outcomes tied to player choices, reputation, and relationships.
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Milestone 3 Wish List (Not necessary but nice to have)

- Randomized events and interactions influenced by current reputation and relationship levels.
 - Enhanced cutscenes that better reflect changes in the storyline and NPC relationships.
 - More polished time-based transitions and event availability windows.
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Test Walkthrough (How do I validate this work?)

- **Event Triggers:** Verify that events trigger correctly based on the player's reputation and relationships. Test if specific events only become available at set times and ensure that NPC behavior reflects the current time of day.
 - **Storyline Branches:** Play through different storyline branches to confirm that player choices lead to distinct outcomes and changes in reputation and relationships.
 - **Time-of-Day Mechanic:** Test the time-of-day transitions to confirm that events, NPC schedules, and storyline branches align properly with different times of the day.
 - **Fashion Event Outcomes:** Run through key fashion events and social challenges multiple times to ensure that player actions affect the outcomes, rewards, and storyline progression appropriately.
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