

## Milestone 1 Task List & Expectations

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### Milestone 1 Expectations

For my first milestone, I need to ensure that the basic structure of the game is established. This includes completing the layout of the city and key locations, such as the player's apartment and boutique. Since movement and navigation are core to the player experience, character movement throughout the level should be functional, and camera controls should be smooth for transitioning between different locations.

Additionally, I need to start building the wardrobe mechanic, where players can select outfits for events. This is one of the core gameplay features, so a basic implementation is essential. Finally, UI elements like the HUD, which displays the player's current reputation, money, and time of day, need to be in place, providing essential feedback to the player as they navigate the city.

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### Milestone 1 Tasks

1. **Level Design**
    - Create basic level structure for key locations (apartment, boutique, café, and city streets).
    - Implement fast travel points between major locations on the city map.
  2. **Scripting**
    - Set up basic movement for the player character, ensuring smooth navigation through the game world.
    - Implement fast travel triggers that allow the player to transition between areas.
  3. **Game Mechanics**
    - Begin implementing the outfit selection screen, where players can choose outfits for different events.
    - Add basic inventory functionality for outfit storage.
  4. **UI and Input**
    - Create a basic HUD that shows reputation, money, and time of day.
    - Set up camera controls for switching between different locations, ensuring a smooth transition between scenes.
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### Milestone 1 Feature List

- **Level Layout:** Basic layout of the apartment, boutique, café, and streets.
- **Fast Travel Points:** Functional, fast travel system between key city locations.

- **Player Movement:** Smooth character movement through the game world.
  - **HUD:** Displays reputation, money, and time of day.
  - **Wardrobe System:** Basic outfit selection screen for dressing the character.
  - **Camera Controls:** Ability to transition between different areas with a smooth camera change.
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### **Milestone 1 Wish List (Not necessary but nice to have)**

- Basic NPCs in key locations.
  - Interactive elements like signage or décor in the city.
  - Additional camera angles for special events (fashion shows or social gatherings).
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### **Test Walkthrough (How do I validate this work?)**

- **Level Layout:** Navigate through each key location using the player character, ensuring that the apartment, boutique, and café are accessible. Fast travel should function properly between areas.
  - **Camera Transitions:** Test the camera movement between different city locations. The camera should follow the player and transition smoothly when entering new areas.
  - **HUD:** Ensure the HUD updates correctly with the player's reputation, money, and time of day. For example, when performing a social task, the reputation bar should adjust based on success or failure.
  - **Wardrobe System:** Open the wardrobe, select different outfits, and equip them on the player character. Make sure the outfit appears on the character in-game and that the inventory system reflects this.
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