Milestone 2 Task List & Expectations

Milestone 2 Expectations

For this milestone, I expect to have more of the foundational game features in place, focusing on integrating the wardrobe interface more thoroughly and getting the key locations fully finished. This involves setting up character movement between different key locations, ensuring the wardrobe system is functional, and starting to build out the branching storyline with NPCs. Key features like the main menu and outfit selection/wardrobe screen should be implemented alongside NPC roaming functionality.

Additionally, this milestone sets the stage for the core mechanics of social interaction, so I want to ensure NPC functionality and roaming are working correctly, as well as triggering basic cutscenes.

Milestone 2 Tasks

1. Menu & Wardrobe Interface:
    a. Design and implement the main menu screen.
    b. Finish and Perfect the wardrobe interface where players can select outfits.
2. Key Locations & Movement:
    a. Perfect fast travel and each location. Fix all bugs from the first milestone and ensure each location works perfectly with character movement and lighting.
3. NPC Functionality:
    a. Implement basic NPC functionality, such as roaming.
    b. Develop cutscenes that are triggered by player interaction with NPCs.
4. Branching Storyline:
    a. Start developing the branching storyline based on NPC interactions.
    b. Ensure different dialogue options trigger varying story paths.

Milestone 2 Feature List

- Main Menu Screen: Functional and designed.
- Wardrobe Interface: Fully integrated, allows for outfit selection.
- All Key Locations Perfected: All key locations work with no bugs with character movement or lighting.
- NPC Functionality: Basic roaming and NPC interactions implemented.
- Branching Storyline: Basic branching storylines developed, and triggered by NPC interactions.

Milestone 2 Wish List (Not necessary but nice to have)

- Random NPC interactions with main character that doesn't affect the main story.
- Polished outfit selection/wardrobe interface with visual enhancements (viewing the character while you're dressing them).
- Would be nice to polish the street/walking area in the city as right now it's pretty iffy.

Test Walkthrough (How do I validate this work?)

- Menu & Wardrobe: Ensure the main menu and wardrobe interface are fully functional and responsive to player input.
- Location Movement: Move the player character across all of the key locations and confirm there are no bugs.
- NPC Roaming & Cutscenes: Test NPCs to ensure they are properly roaming the locations, interacting with the player, and triggering cutscenes.
- Storyline Branching: Check that dialogue choices lead to different outcomes and story branches, confirming this system is functional.