

Mini Jam 114: Anime

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Index

1. [Overview](#)
 2. [Timeline](#)
 3. [Credits](#)
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Overview

The goal of this project is to deliver a fun and inviting experience where players seek to advance their village. The player starts with minimal resources and an existing city to aid them starting their adventure. After the tutorial, the city is destroyed, and its survivors are absorbed into the players village.

A player can be considered to have won the game when the antagonist that destroys the city is defeated. The players time of play is not limited and can continue playing to grow the city.

Timeline

- ► 09/01/22
 - Planning
 - Create markdown document.
 - Create list of desired assets.
 - Scope out players journey.
 - Scope out primary game play loop.
 - Acquire Assets
 - Distill list of desired assets to only used assets.
 - Attribute assets in markdown document.
 - Create Project
 - Choose game engine (UE5).
 - Create and name project in game engine.
 - Organize folder structure.
 - Setup Testing Scene
 - Create testing level in game engine.
 - Add chosen 3d assets to scene.
 - Create initial build to verify scene and assets.
- ► 09/02/22

- Create player controller.
 - Create initial user interface.
 - Implement initial game play loop.
 - Create testing build and verify primary game play loop.
 - Create primary play level.
 - Block out and build tutorial village.
 - Allocate play area.
 - ► 09/03/22
 - Finalize primary game play loop.
 - Replace block out of tutorial village with 3d assets.
 - Create ai controller for villagers.
 - Replace debug ui with ui assets.
 - Create main menu screen.
 - Create options menu and link to main menu.
 - Create pause menu and link with options menu.
 - Create save file.
 - Create enemy ai.
 - Create test build.
 - ► 09/04/22
 - Verify build.
 - Evaluate build for bugs and resolve based on severity.
 - Finalize build and package.
 - Upload and submit build to [jam upload](#).
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Credits

- [Greenwood Fantasy Village](#) (Monthly Free Drop)
- [Interface & Item Sounds Pack](#) (Monthly Free Drop)
- [POLYGON Fantasy Characters](#) (Purchased)
- [Craft Resources Icons](#) (Monthly Free Drop)
- [Sound Phenomenon Fantasy Orchestra](#) (Monthly Free Drop)
- [Luos's Eight elements](#) (Monthly Free Drop)