Jakob Guadagno

Art Assets and Level Design

Write one-half page report detailing any changes you made to the feature set after you designed the level.

The changes I made to the feature set was a large amount. These changes that I made to the feature set is meant to separate the stretch goals vs the required goals. After designed the levels I decided that most of my feature sets were going to be too time consuming for a one-man team, and therefore I am going to separate the set into two. Bartering system with in-game shop, inventory management, Character hunger and health system, multiple types of AI enemies, and confined open-world type levels will be my main feature set during this project. The “stretch” feature goals will be simple in-game economy, stealth system, base building, and the experience system. These are the only changes that I made to my feature set.

**New Feature Set:**

Main Goals:

* Bartering system with in-game shop
* Inventory management
* Multiple types of AI enemies
* Character hunger and health system
* Confined open-world type levels

Stretch Goals:

* Simple in-game economy
* Stealth system
* Base building
* Experience system