Jiapeng Zhoa (Jayden)

Haoze Li (Frank)

Changze Song (Lawrence)

Martin Miller (Martin)

***Saving the Seasons (place holder title)***

# Pillars:

* Story
* Scenic

# Game Description:

Our game takes place on a distant planet where an intrepid lone astronaut has been stranded when his space ship crash landed. The crash site is the confluence of the four seasons. The crash, however has caused elements of the seasons to have become dispersed into the other seasons. A local mage has offered to assist the marooned astronaut in repairing their ship as long as they agree to repair the damage to the seasons by recovering the displaced elements.

# Mechanics List:

* Player movement
* Player recovering elements
* Goal restore balance to the seasons and earn the mage’s assistance.

# Desired Player Experience

The player should experience a sense of urgency as the displaced elements are causing the other seasons to be corrupted. If they are not retrieved quickly enough the damage they are causing will become permanent. The mage will retract their offer to aid the player and they will become stranded permanently.

# Roles List:

* Jayden – Programmer
* Lawrence – Programmer
* Frank – Artist
* Martin – Writer

# Task List: (Tentative)

Jayden:

* Prototype Milestone
  + Implement player movement
  + Implement UI
* Polish Milestone
  + Fix bugs from playtest

Lawrence:

* Prototype Milestone
  + Create season mazes
* Polish Milestone
  + Fix bugs from playtest
  + Add season corruption effects

Frank:

* Prototype Milestone
  + Develop background art for season maze
  + Develop player and mage art
* Polish Milestone
  + Create art for begin and end scenes
  + 2

Martin:

* Prototype Milestone
  + Create stories for begin and end scenes
  + Prepare written deliverables
  + Programming support
* Polish Milestone
  + Add scripted audio for begin and end scenes
  + 2