# Project version plan

Features for ver.1

1.Basic first map (Trial version)

2.Player Movement (basic).

3.Character movement animation. (1)

4. Character static/moving state switching. (1)

5. Virtual camera (follow player) (1)

6. main menu UI (1)

The game has the first simple scene (map), the game can successfully draw characters, and the player performs basic movement on the map.

Features for ver.2

update

1.scene switch

2.Add game objects into scenes

3. Player item menu UI implementation

4. Update player art design. (replace stickman)

~~4.Test~~

Features for ver.4

update:

1. Player interaction with items (display item browse, menu with detailed description)

2. Game pause (menu), item browsing will also be included.

3. Add NPC.

4. Dialog (between characters, inner monologue，background introduction).

5. Test

Features for ver.5

update:

1. Add scene

2. Adds interactive items to the scene.

3. Add text information within the completed scene.

4.Test

Features for ver.6

update:

1.music( BGM, interactive music......)

2. Perfect scene art design

3. Complete optimization tasks.

4.Total test.