**Dissertation Plan**

Knowledge to Include:

* Life of a servant
* Life of a cook/kitchen staff
* Life of a courtier
* Life of royal family
* Major historical events of the time

Inclusions:

* Dialogue/interaction with NPCs
* Quests to complete
* Tasks set by NPCs
* Go-and-find tasks
* Explore the palace
* Given permission by king to access all areas of palace
* Court intrigue
* Conflict

Areas to Recreate:

* Courtyards
* Great Hall
* Chapel Royal
* Kitchens
* King’s apartments
* State apartments
* Queen’s apartments
* Royal family apartments
* Servant’s quarters
* Courtier rooms
* Gardens
* Ponds
* River
* Boathouse
* Tiltyard
* Bowling alley
* House of Easement
* Tennis court

Research Areas:

* RPGs
* Interacting with NPCs
* Interacting with objects
* Collecting objects
* Animated NPCs
* Appropriate assets
* Detail of HCP
* Decent water in Unity
* 3D grass and flowers etc
* Tudor music playing
* Minimap
* Realistic fires in each room
* SFX around the palace (river, birds, footsteps, NPCs talking, fire etc)
* Post processing and cool lighting
* Animation of NPCs to come close to last

Notes

* Comp-3 Interactive movement tutorial series.
* This includes interaction, which can be edited to my needs, but also shows door opening.
* Walking sound effects on different materials (could cause issues with the materials/assets I use) but this will also require generally more audio throughout or may seem weird.
* Look through Comp-3 to find other helpful tutorials
* Create a nice water shader for the river and ponds, Unity tutorial, among others.
* Watch Brackeys inventory code video, will help with bringing up UI in code, to use when interacting with NPC object. Could also use this to create an inventory for picking things up around the palace.
* Need to think of a final game idea I want. A nice loop, how it ends etc.

Notes for Write up

* Comp-3 Interactive used as resource
* Had research how to interact with objects and NPCs
* Had to research how to start dialogue with NPCs
* Had to research how to animate NPCs and have them walk around the palace