**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.