

My project will be a cute little horror rpg maker with a storyline. I plan on creating the game in unity. What makes my game unique is that it'll tell an interesting story, that will captivate and scare the player, hopefully. The challenges I expect to encounter is creating original characters and actually creating the gameplay aspects. And I will try to make everything original and learning how unity works. But what will be most challenging is creating all the movements and gameplay in C# in unity. Some designs I have is keeping the lighting in the game kinda low.

Milestones:

1. Creating the story creating characters: like character designs
2. Creating the game's settings: planning out all the stages and levels.
3. Creating a unity file
4. Creating the levels and settings into unity
5. Creating a map
6. Creating a second map that flows to each level
7. Creating character sprites.
8. Adding cool objects that are collectable
9. Adding health to the player and taking damage
10. Adding enemies to the game
11. Getting my characters to move
12. Getting my character to interact with objects
13. Creating dialog
14. Allowing my characters to speak
15. Letting the character pick what to say
16. Creating a hiding mechanic
17. Make enemies attack the character
18. Create collectable items
19. Create puzzles for the player to solve in order to continue the game
20. Adding a title screen
21. Adding an inventory