Will be updated periodically

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Title TBA

Table of contents

1. What is the game
2. What is the ideal final product/build
3. Development strategy
4. How many iterations will there be
   1. First - April
   2. Second - May
   3. Third - June
   4. Fourth - July
   5. Fifth - August
   6. Sixth - September
   7. Seventh - October
   8. Eight – November
   9. Ninth – December

What do I need for a playable build?

* The player should be able to move left and right.
* The player should be able to jump freely, but later on it will only be able to jump over objects.
* It should be able to dash (stamina system implemented later)
* Camera should follow player and game should not break if player dies because camera doesn’t have a object to track.
* A level that has a beginning and an end. The game should end when the player reaches end of level marking.
* When level the ends, the view will fade to black and another scene will be loaded (Level selection screen as in Mega Man games).
* The player should be able to shoot (only horizontally for now) one projectile with every click of a button.
* No art tasks, no audio tasks for first build.

Games are hard to make and aren’t made overnight. It takes time, focus, dedication, energy and imagination. It will be a process that because so many other things are happening around me will test me whether or not I want to continue working on. I don’t know how to do many of the things that I’ve plan for the game to have. It will only have seven levels and these have to be challenging, grueling and difficult to overcome because they will no be too long. Sure, they could be made to be infinitely long but well-structured and balanced in a way that’s fun for the player, but this would break the immersion and be unrealistic. What I’m going to have to make is levels with scenes change where we begin by first reaching the target’s location, then after we get near them a chase sequence where we move to a new scene where we catch up to the target and have one final scene with combat or not where they are killed. And just like that levels just became much more complicated due to the nature of the study, more challenging to create and plan for, but also much more interesting.

How will the final product look like?

April’s iteration

Game has to be playable. The basic and essential aspects of the game should be fully functional. There will be no work on level design, sound, art or anything whatsoever that is not directly linked to getting this game up and running. The essential tasks that should be completed by this iteration are the following: player’s movement, camera tracking player, player shoving/dashing burst, projectile shooting functionality, player jumping over specific objects only (parkour style), player taunt functionality (a button is pressed and player does something simple and message is displayed to console, for testing purposes player could jump vertically but in game player will not be able to jump freely in any way other than how it’s already specified), enemy dummy that detects player at a certain range (message is displayed to console), player aim system, player running (default running state, check requirements table task #1 for more clarification). Also other miscellaneous things such as ground/plane for player to move populated with objects to jump over (when said mechanic has been implemented), enemies dummies (when said objects have been created and defined).

Non-functional requirements: keep names connected to objects, scripts, actions, etc. and remain descriptive of everything made, planned and in process. Organization will be crucial in keeping a clear view and understanding of this project for maintainability and sustainability.