Defense report
Timeless Odyssey
Epixar

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1 Introduction

The primary purpose of this report is to provide a comprehensive overview of the progress made since the validation of the specifications for the "Timeless Odyssey" project. As part of the project management process, it is crucial to evaluate the work completed, the challenges encountered, and the strategies implemented to address any delays in order to gain a clear understanding of the current project status.

"Timeless Odyssey" is an innovative video game project, coordinated by Epixar, a renowned animation company with a rich history in the entertainment industry. The video game aims to combine the artistic prowess of animation with cutting-edge gameplay mechanics, creating a compelling experience for players of all ages.

This report will delve into the various stages of development that have taken place since the project's inception. By documenting the work done, it aims to highlight the accomplishments achieved by the team, while also addressing the obstacles encountered during the development process. Furthermore, this report will identify the steps taken to mitigate any delays. The development of Timeless Odyssey has faced certain challenges that have impacted the project timeline and it is crucial to reflect on these issues in order to better understand their causes and the solutions implemented to resolve them.

Ultimately, this report serves as both a reflection on the progress made thus far and a roadmap for the next steps in the development of Timeless Odyssey. By providing a detailed assessment of the current state of the project, it will inform the approach of the team to the upcoming phases, ensuring that the project continues to progress in a structured and effective way.

2 Company overview : Epixar

Epixar, founded in 1998, is a world-renowned animation studio that caters to audiences of all ages. It has distinguished itself as a major player in international cinema since the rise of animation over the past twenty years. Since 2006, it has maintained significant influence in its core industry: the creation of animated films. Epixar remains at the top thanks to its unique artistic approach, which focuses on creativity, storytelling, and narrative.

Originally, the studio was a technical provider specializing in software development for animation creation. It offered its technological solutions to creators. Five years after the studio's founding, Henrry Laasse, a former Disney animator who had joined Epixar after the birth of his son, came up with the idea of creating CGI short films to demonstrate the effectiveness of the company's software. This is how Epixar changed the rules of animated feature film production by following Henry Laasse's principles: highlighting diverse stories and complex characters.

At Epixar, every story deserves to be told, whether it's about the meeting of two friends or the journey of a loved one who triumphed over cancer while always holding onto hope. The studio has made it its mission to create animated works that tackle various themes such as family, adventure, and fantasy. Its goal is to touch hearts, inspire future generations, and convey essential values like sharing, respect, and kindness. For example, "The Call of the Stars" highlights the importance of pursuing one's dreams, even when they seem out of reach. It is essential to believe in something and not let oneself get trapped in a boring routine.

One of Epixar's main competitors is Dreemwork, a large animation studio trying to make its mark in the industry. In 2008, the studio rose to the top with its film "Shrek", a feature film for both children and adults that offers a great time with family or friends. However, this was before our heroes at Epixar stepped in and raised the bar even higher by creating an unprecedented project: "The Timekeeper's Secret", an adventure film set in a strange dimension where time intertwines. This sensational success brought all the spotlight to the studio, which has since remained at the forefront of the global animation film scene.

It was the sudden success of this film that inspired Epixar to open a new branch specializing in video games, starting with an innovative project drawn from this universe: "Timeless Odyssey".

3 Team overview and roles

The Timeless Odyssey project is being managed and developed by a team of highly skilled individuals, each contributing their expertise to different areas of the project. Below is a breakdown of the roles and responsibilities:

- Lilou: Game Designer: Responsible for the design of the game, its mechanics, the player experience, and the gameplay. They define the rules, the story, the universe, and the objectives of the game.

- Baptiste: QA Tester (Quality Assurance): Tests the game throughout its development to identify bugs, performance issues, and ensure that all game mechanics function as intended. They also ensure that the player experience is smooth and enjoyable.

- Timothy: Developer: Responsible for programming the game. This includes implementing gameplay, technical systems (such as artificial intelligence or collision management), as well as integrating elements created by other team members.

- Naïs : Composer/Sound Designer: Responsible for creating the game's soundtrack, including music, sound effects, and voices. They ensure that the audio supports the game's atmosphere and enhances immersion.

- Mehdi: 3D/2D Artist: Creates the visuals for the game, whether 3D models, textures, animations, or 2D illustrations. This role may include creating characters, environments, and graphical interfaces.

4   Progress report

This section provides a detailed review of the tasks completed since the first defense, highlighting the progress made on the key components of the Timeless Odyssey project.

Tasks	percentage	Tasks	percentage
Main Menu	100	Story and lore	100
Network (Multiplayer)	100	Graphics of Rooms and Objects	25
Character Movement and Attacks	60	Character Graphics and Animations	60
Game Mechanics	60	Consistency of the Visual Universe	75
Music	60	Marketing / Website Creation	100

4.1   Progress on the website

The development of the official website has been an essential step in establishing Timeless Odyssey's online presence. The site has undergone key changes to better suit its purpose as a hub for downloading the game and learning about its development. In addition to several enhancements on the visual front, one of the most significant improvements was the transition to a new hosting platform, which improved functionality.

Website Visual Enhancements and Team Section Redesign : A major aspect of the recent updates involved a complete visual rework of the Team Members section. The goal was to present the development team in a more engaging and professional way, ensuring that visitors could easily associate faces with the game's creation. This redesign included refining the layout, adjusting image placements, and improving the overall aesthetic to match the game's identity. The arrangement of team photos, text formatting, and styling choices were carefully considered to create a visually cohesive and appealing presentation.

Improved Visual Consistency Across the Website : Beyond the Team Members section, additional refinements were made to ensure visual consistency across the website. This involved the change of font, subtle tweaks to the color palette, spacing, and graphical elements, ensuring a smoother and more cohesive user experience. The idea was to create a website that feels unified, where every section contributes to the overall aesthetic rather than appearing as separate, disconnected parts.

Hosting Migration : One of the most significant changes was the migration to GitHub Pages. The previous hosting service did not allow users to download files directly from the site, which was a major limitation. Moving to GitHub Pages resolved this issue, ensuring that visitors can easily access the game.

4.2   Progress on the multiplayer mode development

The multiplayer mode is one of the core features of Timeless Odyssey and is essential to creating an engaging and dynamic experience for players. The development of the multiplayer system has been a major priority for the team, as it directly impacts the core gameplay experience. Lilou has been responsible for laying the groundwork for the multiplayer functionality, focusing primarily on coding the initial stages of the multiplayer system.

Core Multiplayer Mechanics: Lilou has been working on the networking infrastructure for the game's multiplayer mode. This includes setting up the server-client architecture where multiple players can connect, interact, and play together in real time. She ensures that game states (like player position, actions, and scores) are synced across all players' devices to maintain a seamless experience without noticeable lag or discrepancies.

Multiplayer Features: Depending on your game type, Lilou is working on either cooperative multiplayer (where players work together) or competitive multiplayer (where players compete against each other). This could include team-based gameplay or free-for-all modes. Lilou's focus is on ensuring that players can interact in real time. This includes handling player inputs and synchronizing them over the network, so everyone sees and experiences the same actions without significant delays.

Testing and Balancing: To ensure the multiplayer mode can handle a variety of player loads, Lilou is conducting stress tests to simulate multiple players connecting and playing simultaneously. This ensures there are no crashes or issues when the game goes live. She is also testing gameplay balance, particularly in multiplayer modes where multiple players are interacting. Adjustments are made to ensure fairness, whether it's balancing character abilities, resources, or game mechanics.

Advancements in Multiplayer Mode and Networking : The development of the multiplayer mode has been a significant step in expanding the gameplay experience of Timeless Odyssey. A strong focus has been placed on refining the user interface, synchronization across devices, and player autonomy, ensuring that the online experience is both seamless and immersive. Recent progress in this area has involved extensive work on the menu redesign, character selection synchronization, and proper player spawning, all of which contribute to a polished and functional multiplayer environment.

Redesigned Multiplayer Menu and Character Selection : One of the key aspects of the multiplayer experience is the menu system, which serves as the entry point for players joining a session. The menu underwent a complete redesign, improving both its visual appeal and usability. The layout has been optimized to ensure that navigating through the multiplayer options is intuitive, allowing players to quickly select their characters and connect to a session without unnecessary complexity. The character selection screen has also been revamped, ensuring that it accurately reflects

each player's choice and synchronizes correctly across all connected devices.

Seamless Synchronization Across Devices : A crucial challenge in multiplayer development is ensuring that all players experience the game world consistently. Significant effort has been put into refining the synchronization system, making sure that character selections and in-game events are properly mirrored across devices. When a player selects a character, this choice is now accurately reflected for all other participants in real time, ensuring that each player appears as their chosen character on every screen. This synchronization extends beyond character selection to game state updates, preventing discrepancies and desynchronization issues that could disrupt gameplay.

Proper Player Spawning and Individualized Controls : Ensuring that each player spawns into the game correctly has been another critical aspect of development. Work has been done to guarantee that when a session begins, each player is assigned the correct character and appears in the right location within the game world. This means that no duplicate characters appear, and no player is mistakenly assigned an incorrect avatar. The system now dynamically assigns characters based on selection and network data, ensuring a smooth transition from the menu to actual gameplay. Moreover, great care has been taken to ensure that each player has control over their own character and camera exclusively. Unlike in a single-player experience, where the game world revolves around one user, multiplayer requires that every player has an independent viewpoint and control scheme. This means that each participant's camera is locked to their respective character, preventing confusion and ensuring a fluid, immersive experience. Controls are fully individualized, preventing any overlap or interference between players' actions.

These advancements in menu design, character selection synchronization, proper player spawning, and independent controls mark a significant step forward in the multiplayer functionality of Timeless Odyssey. The improvements ensure that players can seamlessly enter a session, see accurate character representations, and interact with the game world without desynchronization issues. By refining these core systems, the multiplayer mode is steadily evolving into a smooth, engaging, and technically sound experience, laying the foundation for further enhancements and expanded online gameplay possibilities.

4.3   Progress in the game mechanics

The movement system is one of the most crucial components of Timeless Odyssey, as it directly influences the gameplay experience. The development of smooth and intuitive character movements has been a key focus for Timothy, and significant progress has been made in this area.

Alongside advancements in multiplayer functionality, significant progress has been

made in refining the game mechanics and environmental design to enhance player immersion. A key area of focus has been the implementation of collision systems within the tutorial map, ensuring that player movement and interactions with the environment feel natural and responsive. Proper collision detection is fundamental to maintaining a polished gameplay experience, preventing players from passing through walls or encountering unintended movement glitches. The system has been carefully adjusted to ensure that all objects and surfaces behave as expected, creating a realistic and structured game world.

To further enhance the atmosphere of the tutorial section, new lighting effects have been introduced, significantly improving the visual presentation of the game's introductory area. The environment has been made darker, increasing contrast and emphasizing key elements within the scene. This design choice helps create a more focused and immersive experience, guiding players through the tutorial in a way that feels both intuitive and visually compelling. Additionally, halo lighting effects have been added around player characters, making them stand out within the dimly lit environment. These subtle yet impactful visual enhancements help draw attention to character movement and interactions, reinforcing the sense of depth and presence within the game world.

By integrating these improvements, the tutorial area now feels more polished and atmospheric, serving as an engaging introduction to the game's mechanics. The combination of refined collision detection and carefully placed lighting effects ensures that players not only experience smooth and logical movement but are also immersed in an environment that visually guides and enhances their journey from the very first moments of gameplay.

4.4 Progress on the music

A vital part of enhancing the player experience in Timeless Odyssey has been the creation of an original soundtrack, carefully composed to complement the game's environments and narrative tone. Music plays a crucial role in establishing atmosphere, guiding player emotions, and reinforcing the distinct identity of each in-game location. To achieve this, several key areas of the game have been given their own dedicated musical themes, ensuring that each space feels unique and immersive. The menu theme, the Egyptian room, the final room, and the tutorial room now feature original scores, each designed to evoke a specific mood and reinforce the game's unique aesthetic.

The menu theme serves as the player's first auditory experience, setting the stage for the adventure to come. The composition is designed to be both welcoming and mysterious, creating an immediate sense of intrigue while maintaining a subtle, ambient quality that encourages exploration. It provides a smooth and engaging transition into the game world, preparing players for their journey.

The tutorial room has been given a more subtle and guiding musical theme, ensuring that players can focus on learning the game's mechanics while still being enveloped in an immersive soundscape. The composition is kept calm yet engaging, helping to create a welcoming atmosphere that encourages exploration and experimentation without overwhelming the player.

For the Egyptian room, the music takes on a more atmospheric and ancient quality, drawing inspiration from traditional sounds and textures that evoke the grandeur and mystery of lost civilizations. The instrumentation and tonal choices reflect the historical setting, incorporating instrumentation and melodies that evoke the region. This composition helps immerse players in the environment, reinforcing the visual storytelling of the scene.

Finally, the last room, being a climactic point in the game, features a score that is designed to heighten tension and anticipation. The music gradually builds in intensity, guiding players toward the final moments of their journey with a composition that is both dramatic and emotionally charged. Every note is carefully placed to underscore the significance of this pivotal moment, ensuring that players feel the weight of their progress and the stakes of their final challenge.

Each of these compositions contributes to a richer, more cohesive auditory experience, reinforcing the game's world-building and emotional depth. By carefully tailoring the music to each environment, the game now offers a layered and immersive soundscape, ensuring that every area feels distinct while still fitting seamlessly into the broader Timeless Odyssey universe.

4.5   Progress on asset selection

A crucial part of shaping the visual identity of Timeless Odyssey has been the careful selection of assets that define the game's environments, characters, and interactive elements. Every asset used in the game has been chosen with a strong emphasis on maintaining consistency, reinforcing the game's atmosphere, and ensuring smooth integration within the gameplay experience. Recent progress has focused on refining this selection process, making sure that every object, texture, and effect contributes to a unified and immersive world. When selecting environmental assets, the priority has been to create a world that feels both visually compelling and functionally clear. Special attention has been given to structures, props, and decorations to ensure that they match the game's artistic direction. This includes choosing textures and models that not only look cohesive but also serve their gameplay purpose effectively. Elements such as walls, platforms, and obstacles have been carefully evaluated to maintain clarity, preventing any confusion between background elements and interactive objects.

For characters and player models, the focus has been on making sure they stand out against the environment while still fitting naturally within it. The chosen character assets maintain a consistent art style, ensuring that animations and movement feel smooth and responsive. Every detail, from proportions to shading and color choices, has been reviewed to make sure characters are both visually appealing and functionally readable in different lighting conditions and camera angles. By carefully curating assets across environments and effects, Timeless Odyssey now features a cohesive and polished visual experience. Each asset has been chosen to contribute to the game's unique style and enhance its overall playability and immersion, ensuring that every element, no matter how small, feels like an intentional part of the world.

4.6 Progress on the design of rooms

The creation of the Egyptian room has been a pivotal moment in the design process for Timeless Odyssey, as it introduces players to one of the most richly thematic and visually distinct environments within the game. The design of this room required a balance between historical accuracy, atmospheric depth, and gameplay functionality, ensuring that it not only feels immersive and believable but also aligns with the core experience of the game. The room's architectural elements were carefully crafted to evoke the grandeur and mystique of ancient Egypt.

The overall design of the Egyptian room aims to transport players to another time and place, offering an experience that is both visually captivating and deeply interactive. By blending historical references with creative gameplay elements, the room contributes to the larger Timeless Odyssey universe, immersing players in an ancient world where every detail serves to tell a story and enrich their adventure.

4.7 Presentation

A significant effort has been dedicated to organizing the presentation and ensuring that the oral defense is both structured and engaging. The focus has been on creating a clear and logical flow, allowing each key aspect of the project to be presented effectively while maintaining audience engagement. This involved defining the defense outline, structuring sections, and ensuring that the most important aspects of Timeless Odyssey are communicated concisely and impactfully.

Beyond planning, supervising the oral preparation has been essential in refining the delivery. This included reviewing individual speaking parts, making sure each team member is comfortable with their role, and ensuring a smooth transition between sections. Attention has also been given to presentation slides and visual materials, making sure they support the speech without overwhelming it. The goal has been to create a confident, professional, and well-coordinated presentation, ef-

fectively showcasing the work and vision behind the project.

4.8   Report

As the development of Timeless Odyssey moves forward, maintaining a comprehensive and well-structured report is essential for tracking the team's progress, achievements, and ongoing tasks. This report serves as a central document that captures the contributions of each team member, providing a clear overview of the project's milestones and future goals.

The report meticulously compiles updates from various departments, including game mechanics, asset selection, music and sound design, and website development. By organizing the information from each area, the report not only highlights individual contributions but also demonstrates how these efforts come together to create a cohesive and polished game.

This process goes beyond simple documentation; it involves synthesizing feedback and updates, ensuring that the overall vision of the project is clearly communicated. The report provides a concise yet comprehensive narrative that keeps the team aligned, making it easier to track progress, identify next steps, and ensure that everyone is on the same page regarding the direction of the project. Through careful attention to detail and organization, the report plays a key role in supporting the successful completion of the game.

5 Challenges and delays

Unfortunately, the Timeless Odyssey project has experienced delays, which have impacted our ability to meet the original timeline. While significant progress has been made in certain areas, several key components of the project are behind schedule. These include the implementation of an artificial intelligence, the progression management, the lore, dialogue, and story comprehensibility, and the gameplay and bug testing. As a result, the team has had to reassess the timeline and set new priorities for the coming phases of the project. The causes of these delays can be attributed to several factors, each of which presented unique challenges that hindered the expected pace of progress. Below, we outline the primary reasons for these delays and the specific issues that arose during the development process.

5.1 Lack of communication

One of the primary challenges faced during the development of Timeless Odyssey has been a lack of communication among team members at various stages of the project. Effective communication is essential for keeping everyone on the same page, ensuring that tasks are completed efficiently and that no important details are overlooked. However, periods of miscommunication or insufficient updates led to misunderstandings and delays in some aspects of development.

At times, information wasn't shared in a timely manner, leading to confusion about task ownership, priorities, and deadlines. This caused certain tasks to be delayed or duplicated, as team members were unsure of what others were working on or how their contributions fit into the broader project. Additionally, without regular check-ins or clearer channels of communication, some team members felt disconnected from the progress of other departments, which affected overall cohesion.

Addressing this issue has been a priority, with efforts now focused on improving internal communication. By implementing regular meetings, setting clearer expectations for updates, and utilizing collaboration tools more effectively, the team is working to ensure that all members are aligned and that communication flows more smoothly in the future. Recognizing the impact of these challenges, the goal is to foster a more collaborative and transparent environment, preventing delays and ensuring that everyone is working toward the same objectives.

5.2 Unexpected Challenges

Throughout the development of Timeless Odyssey, the team faced several unexpected challenges that required significant adjustments and resulted in some delays. These hurdles tested the flexibility and problem-solving skills of the team, but each issue was addressed in a way that ultimately strengthened the project.

One of the most prominent challenges arose with the camera system. Initially, the cameras weren't following the correct player in the multiplayer mode, causing confusion and disrupting the flow of gameplay. To resolve this, the camera system had to be completely redesigned to ensure that each player's camera remained focused on their own character. This required reworking the code and testing different solutions to guarantee a smooth, personalized experience for every player, which took more time than initially planned.

Another unexpected setback occurred with the website hosting. The chosen hosting provider did not support the necessary functionality to make game downloads available directly from the site. This limitation caused a significant delay in launching the download feature. To address this, the team had to migrate the website to GitHub Pages, which allowed the desired functionality but required additional configuration and testing to ensure everything worked properly.

5.3   Unrealistic Time Estimates

One of the primary challenges encountered during the development of Timeless Odyssey has been unrealistic time estimates. As with many creative projects, there is a tendency to underestimate the amount of time required to complete various tasks, especially when faced with new technical challenges or the need for additional polish. At the outset, many aspects of the development were given optimistic deadlines. However, as the project progressed, it became clear that the initial estimates did not account for the complexity of the tasks involved. These unexpected delays were compounded by the need for thorough testing and debugging, which further extended the timeline.

In hindsight, the underestimation of time requirements highlighted the importance of allowing for more flexibility in planning. Moving forward, more realistic time frames are being set, with a better understanding of the time needed for both creative processes and technical challenges. These delays have ultimately provided valuable insights into the workflow and have prompted a more careful approach to future scheduling, ensuring that future tasks are approached with a more realistic outlook.

5.4   Reevaluating the Timeline

In light of the challenges mentioned above, the project's timeline had to be reevaluated. While the team had initially aimed to complete certain milestones by the end of the first phase, the unforeseen technical difficulties and resource constraints have required an adjustment to the timeline.

Despite these setbacks, the team remains fully committed to overcoming the obstacles and accelerating progress in the next phase of the project. The issues en-

countered thus far have provided valuable insights that will allow the team to adjust its approach moving forward. By streamlining workflows, prioritizing tasks, and ensuring more efficient use of resources, the team is confident that the next phase will see significant progress toward the completion of Timeless Odyssey.

The lessons learned during this phase will also enable the team to more accurately estimate the remaining work and improve the pace of development. Although delays are an unfortunate part of the project, the team's focus is now on addressing the challenges head-on and accelerating progress to ensure that Timeless Odyssey remains on track for its ultimate success.

6 Work completed by each team member

In this section, we provide a detailed breakdown of the specific tasks completed by each team member during the intermediate phase of the "Timeless Odyssey" project. Each member of the team has contributed their expertise to different aspects of the project, and together, they have made significant progress in various key areas. Below is a more in-depth look at the responsibilities and achievements of each team member:

6.1 Lilou

Progress on the website and on the multiplayer mode :

The development of the official website for Timeless Odyssey has been a crucial step in establishing its online presence. Recent updates included visual enhancements, such as a complete redesign of the Team Members section to showcase the development team more professionally. Other visual refinements were made to improve consistency across the website, including font changes, color tweaks, and spacing adjustments. A major improvement was the migration to GitHub Pages, which now allows users to directly download the game, resolving previous hosting limitations.

In parallel, significant progress has been made in developing the multiplayer mode. Key advancements include the complete redesign of the multiplayer menu and character selection system, making the process more intuitive and visually appealing. A strong focus was placed on seamless synchronization across devices, ensuring that character selections and in-game events are mirrored correctly in real time. The spawning system was also refined to ensure players are assigned the correct characters and appear in the right locations without duplicates. Additionally, each player now has individualized control over their character and camera, ensuring a smooth and immersive experience.

These updates in both the website and multiplayer mode have contributed to a more polished and engaging experience, with a seamless flow from downloading the game to interacting with others online. As development continues, further refinements and expansions to multiplayer functionality are expected.

6.2 Timothy

Progress on the game mechanics :

Significant progress has been made in refining both game mechanics and environmental design to improve player immersion. A key focus was on implementing a collision system in the tutorial map to ensure smooth and responsive player move-

ment. This system prevents issues like passing through walls or movement glitches, creating a more realistic and polished gameplay experience.

Additionally, new lighting effects were introduced to enhance the tutorial's atmosphere. The environment was darkened to increase contrast and highlight important elements, making the tutorial both visually compelling and easy to follow. Halo lighting effects around the player characters further emphasized their presence in the dimly lit space, guiding player attention to key actions and interactions.

These adjustments, including the refined collision system and thoughtful lighting enhancements, have significantly improved the tutorial area, creating a more polished, immersive, and engaging introduction to the game.

6.3 Naïs

Progress on the music and report :

A key element in enhancing the player experience in Timeless Odyssey has been the creation of an original soundtrack, composed to match the game's environments and narrative tone. Each key area of the game, including the menu, tutorial room, Egyptian room, and final room, now features its own unique musical theme to enhance immersion and evoke specific moods.

The menu theme introduces the game with a welcoming yet mysterious tone, setting the stage for the adventure ahead. The tutorial room theme is calm and engaging, designed to help players focus on learning the mechanics without overwhelming them. The Egyptian room features atmospheric music inspired by traditional sounds, evoking the grandeur of ancient civilizations and reinforcing the setting. The final room theme builds intensity, heightening tension and anticipation as players approach the climactic moments of the game.

These musical compositions work together to create a rich and cohesive auditory experience, reinforcing the emotional depth and distinct identity of each area in the game.

As Timeless Odyssey progresses, maintaining a well-structured report is crucial for tracking the team's achievements, progress, and upcoming tasks. This report serves as a central document, capturing individual contributions from various departments like game mechanics, asset selection, music and sound design, and website development, and presenting a clear overview of milestones and future goals.

Beyond simple documentation, the report synthesizes feedback and updates to ensure the project's vision is communicated clearly. It provides a comprehensive yet concise narrative, helping the team stay aligned, track progress, and identify next steps, ensuring a cohesive approach to completing the game.

6.4 Baptiste

Progress on asset selection :

A critical aspect of shaping the visual identity of Timeless Odyssey has been the careful selection of assets that define the game's environments, characters, and interactive elements. Each asset is chosen to ensure consistency, enhance the atmosphere, and integrate seamlessly into the gameplay.

For environmental assets, the focus has been on creating a visually compelling world that is also functionally clear. Structures, props, and decorations are selected to match the game's artistic direction while serving their gameplay purpose.

For character and player models, the emphasis is on ensuring they stand out against the environment while fitting naturally within it. Every detail, from proportions to shading and color choices, has been carefully reviewed to ensure visual appeal and readability across different lighting conditions and camera angles.

The result is a cohesive and polished visual experience where each asset contributes to the game's unique style and enhances immersion, making every element feel intentional and integral to the world of Timeless Odyssey.

6.5 Mehdi

Progress on room design and presentation coordination :

A significant effort has gone into organizing the presentation and preparing for the oral defense of Timeless Odyssey. The focus has been on creating a clear, logical flow that presents each key aspect of the project in an engaging and concise manner. This involved structuring the presentation, defining the outline, and ensuring the most important aspects are communicated effectively.

In addition to planning, supervising the oral preparation has been crucial. This included reviewing individual speaking parts, ensuring team members are comfortable with their roles, and ensuring smooth transitions between sections. Attention was also given to presentation slides and visual materials to support the speech without overwhelming it. The goal has been to create a confident, professional, and well-coordinated presentation that effectively showcases the work and vision behind the project.

In parallel with the overall presentation, considerable attention has been given to the design of the Egyptian room. This room serves as a crucial part of the game's narrative and environment, and its design is being refined to reflect the grandeur

and mystery of ancient Egypt. Key visual elements—such as intricately detailed stone textures, atmospheric lighting, and ancient artifacts—have been crafted to immerse players in this unique space. Ensuring that the room's design aligns with the overall project presentation has been a priority, as it is an integral part of the game's world-building.

7 Next step and future work

In order to get back on track and ensure the successful completion of Timeless Odyssey, the team has carefully outlined a series of key objectives for the next phase of the project. These objectives are designed to address the delays we've encountered so far and to build on the work already completed. The team is fully committed to focusing on the following key areas of development, ensuring that each component of the project receives the necessary attention and resources for successful completion.

AI Development:

The next major step is to implement the artificial intelligence (AI) systems for the game. This includes creating enemy behaviors, NPC interactions, and any dynamic systems that allow the game world to feel alive and responsive. The AI will also be designed to provide a challenging and engaging experience for players, adapting to their actions and choices.

Finishing Game Mechanics:

Another crucial step in the development process is finalizing the combat mechanics. This involves fine-tuning the character controls, attack systems, and enemy AI interactions to ensure that the combat feels responsive and satisfying. Attention will be given to balancing the difficulty of enemy encounters and refining the combat flow so that players experience a seamless and enjoyable battle system. The goal is to make the combat engaging and dynamic, offering a rewarding challenge while allowing players to feel in control and immersed in the action.

Finalizing Music and Sound Effects:

Naïs will continue refining the music, adding any remaining tracks needed for specific game moments, such as boss fights, emotional scenes, or credits. Additionally, the sound effects will be polished, ensuring that all in-game sounds are cohesive and enhance the player's experience. This includes tweaking ambient sounds, interactions, and ensuring that the dynamic audio system functions smoothly.

Completing Graphics:

Baptiste and the art team will work on finalizing the graphics, including character models, environment textures, animations, and special effects. This step is essential to ensure that all visual elements are polished and integrated into the game seamlessly, with attention to detail in both aesthetic consistency and performance optimization.

Implementing the Lore:

The lore and story elements will be integrated into the game, including charac-

ter backstories, world-building, and narrative-driven events. This will help bring the game world to life, providing players with context and motivation as they explore the game. Implementation will involve adding dialogue, cutscenes, and other narrative features that relate to the gameplay experience.

Bug Fixing and Polishing:

Once the major features are implemented, the team will focus on thorough testing to identify and fix any bugs, glitches, or performance issues. This includes playtesting the game to ensure everything functions as intended and making adjustments to improve stability and overall quality.

8   Conclusion

In conclusion, the development of Timeless Odyssey has made significant strides in all core areas, with steady progress on the website, multiplayer mode, game mechanics, music, asset selection, and room design. The team has worked collaboratively, ensuring that each aspect of the game aligns with the overarching vision and contributes to a seamless, immersive player experience.

The creative side of the project, including music composition and asset selection, has added depth and atmosphere to the game, complementing the visual and narrative aspects. Furthermore, the preparation for the presentation has been a key focus, ensuring that each team member's contributions are clearly communicated and the project is presented professionally.

However, the project has also faced its challenges, particularly in terms of communication and time management, which led to some delays. Despite these hurdles, the team has effectively adjusted the timeline and remains focused on overcoming obstacles as the development progresses.

Looking ahead, the next steps will involve implementing the AI systems, polishing the gameplay mechanics, music and sound effects, completing graphics, implementing the lore and addressing any remaining bugs or performance issues. With a clear direction and continued collaboration, Timeless Odyssey is on track to deliver a compelling and immersive experience to players. The collaborative efforts of each team member have contributed to the success of the project so far, and the continued dedication will be crucial in bringing the game to its final form.