# Yeti Mountain Game Specs

Last Updated: 1/26/2018

## Goal

1. 30-40 minute experience
2. Turn-based
3. Grid-based
4. Ascii + custom tiles
5. Procedurally Generated

## Tools

1. Python 2
2. PyCharm IDE
3. BearLib Terminal (for output)
4. Libtcod? (Pathfinding and FOV)
5. GitHub
6. RexPaint (Mockups)
7. Aseprite (art)
8. Google Docs

## Resource

1. Drew Erickson
2. Christian Erickson

## Major Tasks

* Choose a gameplay theme (ideas below)
  + Gearing up
    - Spend time exploring, hunting, and gathering to take down a big boss at the end.
* Choose an artistic theme
  + Outdoors
    - Weather, season, biome, etc
  + Underground
    - Mines, caves, ruins, crystals, etc
  + Space
  + Steampunk
  + Dystopian
  + Cityscape
* Build the basic game engine
  + ~~OOP~~ vs ECS
* Add game specific content to engine
  + Specific tasks should go here
* Levels and Characters designed around themes and game engine

## Timeline

* 3 Months – Build out basic game engine
* 3 Months – Apply basic character and level development
* 3 Months – Advanced character and level development, advanced UI work
* 3 Months – Polish
* Total – 12 Months

## Task – Breakout

* Basic Game Engine
  + ECS
    - Start it! Basic entity, component, and system
      * The easiest system to start with is probably the rendering one.
      * ETC: 4 hrs