September:

Our current plan for September is getting Github working properly with Unity. Its has caused some minor issues but they are all currently being worked on. After we get Git working our primary plan will be getting character models and animations ready for use. We have several different models and all will need twice as many animations and scripts to make them work properly. Because these animations and scripts are the primary part of the game they will remain the top priority into October. Most of the time will be used refining how the models interact with the animations and to insure there is a low amount of clipping and animation stutter between transitions. Some minor work will be done on hitboxes and environmental effects and models .

October:

The plan for October is to finish/keep working on the models, animations and scripts for the characters. We will also hopefully have the main environment with buildings and possibly caves set up. While making the environment there will inevitably be objects added that we will want the player to be able to interact with and more animations/scripts will be needed. After the environment is fleshed out sounds should be made for typical actions such as casting and walking on different materials.

November:

The plan for November is to have models, animations, and scripts (for the animations) finished. Props and other small details will be added to the environment. Sounds for interactions and object collisions should also be coming to a finish. The world should be getting populated and some unique features for some npc models and interactions should be made. How the player is meant to progress and progress blockers (“you need a key”) should be placed.

Final Dream:

A 3rd person somewhat comedic open-worldish hack-n-slash with a ghoul protagonist that’s just looking for friends but can’t understand anybody and no-one can understand him. The setting will be medieval at night. The player will have the ability to summon other monsters as allies and may have to fight other monsters as well. The play area will be somewhat small compared to other open world games but more dense with interactions and events. The areas will probably consist of some caves (possibly a cave system), a town, a castle, and a forest area. There will be minimal dialogue and the dialogue that will exist will probably be text only and consist of unintelligible text. The story behind the character and his relations won’t be directly acknowledged but rather the player will have to pick up on interactions between characters and reactions of other characters to himself.