

# Game Development Milestone Checklist 2

## Re-Fairy Tale

### Ivan Loh, Yikai Liu

*All Milestones are done together in person. Meeting about story contents, important decisions are held at least 3 days a week. Ivan focuses on map development and art graphic creation. Yikai focuses on storyline implementation and interacting events.*

#### Milestone 1:

The main story timeline and basic content decided (completed on 9/4/2024)

[Original document](#)

The original document is written in Chinese but the important information is translated and organized into different files.

[Story plot design](#)

[Main character design](#)

#### Milestone 2:

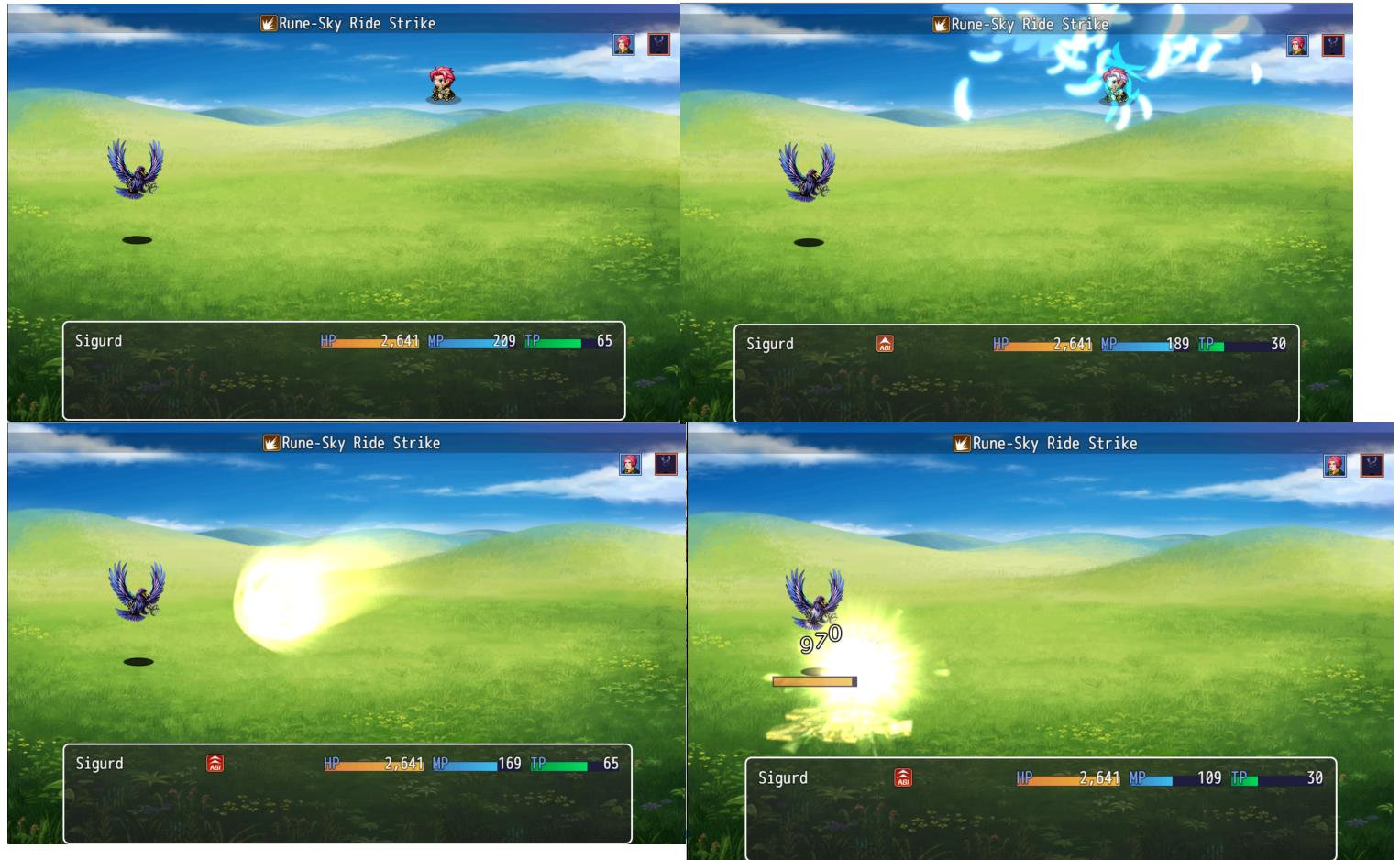
Game logic and functionality required plugin created (completed 9/13/2024)

Some online plugins are free to use but specific functionality requires us to write our own plugins using the editing tool.

- 2 major plugin used:
  - Craft system
    - This plugin is made by us
    - implement a craft system for players
    - set recipe for items, weapons, and armors.



- Action sequence plugin
  - free plugin from Yanfly which helps modify animations, position, movement, animation, sound effect, camera...



There are more free plugins we included such as the Yanfly's core engine and battle core engine required by the action sequence plugin. We will be adding them to the reference page at last.

## Milestone 3:

Story intro (completed 9/23/2024)

Map, Cutscenes, and Trigger event

First map of the game, getting familiar with the software.



```
◆Wait : 60 frames
◆Play BGM : Theme2 (40, 100, 0)
◆Change Menu Access : Disable
◆Text : main-kid(1), Window, Bottom
: : ...So the Princess and the Prince lived
: : happily ever after
◆Text : main-kid(0), Window, Bottom
: : Mom,did they really lived happily ever
: : after?
: : \|
◆Text : main-kid(1), Window, Bottom
: : Of course, my darling.\|
: : It happens in a place far far away, across
: : the mountain and sea.
◆Text : main-kid(1), Window, Bottom
: : Well, the story time is over.\|
: : And you should be in the dream world now.\|
◆Text : main-kid(1), Window, Bottom
: : You need to wake up early tomorrow.
: : So, have a good night
◆Text : main-kid(0), Window, Bottom
: : Good night, mom.
◆Set Movement Route : This Event (Wait)
: : ◇Walking Animation ON
: : ◇Stepping Animation ON
: : ◇Turn Up
```

## Milestone 4:

Create tutorial maps and all main functionalities for the game (completed 9/29/2024)

Update video due

Implementing functionalities like picking items and battle. Continue testing and modifying plugins for different functionality and also getting familiar with the engine.



Create characters in the game such as the main characters and Alice



## Milestone 5:

Finish Chapter 1 (Due 10/17/2024) Delayed to 27

Creating more items and detailed story script:

[Itemlist](#)

[Armor and weapon](#)

[Enemy list](#)

[Skill list](#)

[Game test](#) (here is the link for demo play)

Maps and Character/Enemy creation:



Fill in interacting items, story line, boss fights.



## Milestone 6:

Finish Chapter to Chapter connection map and Chapter 2 (Due 11/17/2024) delayed to 11/24/2024

Story will be based on the fork tale “Beauty and the Beast”

New items and skills have been updated to the corresponding files( for your readiness I label them in red)

We added 23 new items, 39 new weapons, 24 new armors, 23 new enemies, and 65 new skills

Story detail was decided (new part is marked in red)

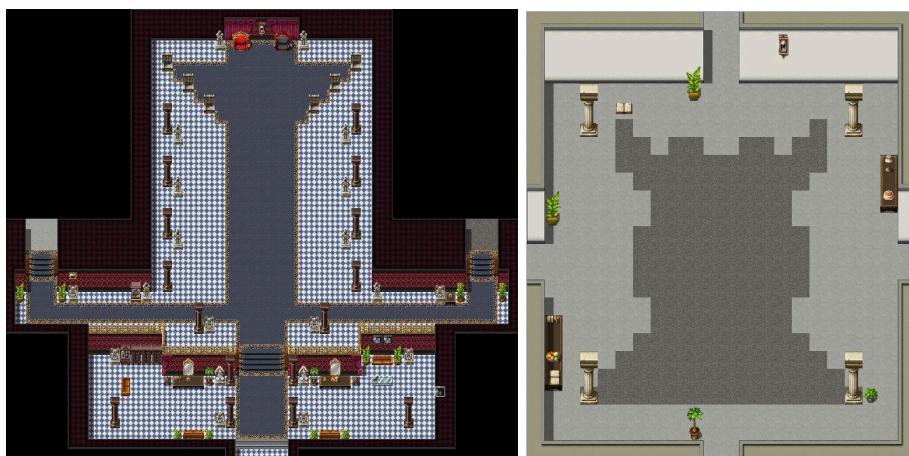
[Story plot design](#)

Some images of new bosses:

Each individual enemy has its own abilities



Maps created:



Create characters and add detailed storylines for Chapter 2 with different boss fights.

Each Boss is have a default attack and 3 unique skills



## Milestone 7(Canceled due to time):

Finish Chapter to Chapter connection map and Chapter 3 (depend on the time left, need to delete if no time is left)

So far the idea is to have a story will be based on “Snow White”

Decide details for the connection between chapters and implement maps that connect them.  
Having snowing theme maps with a huge amount of boss fights.

7 Dwarfs

Connecting the story lines with the End chapter.

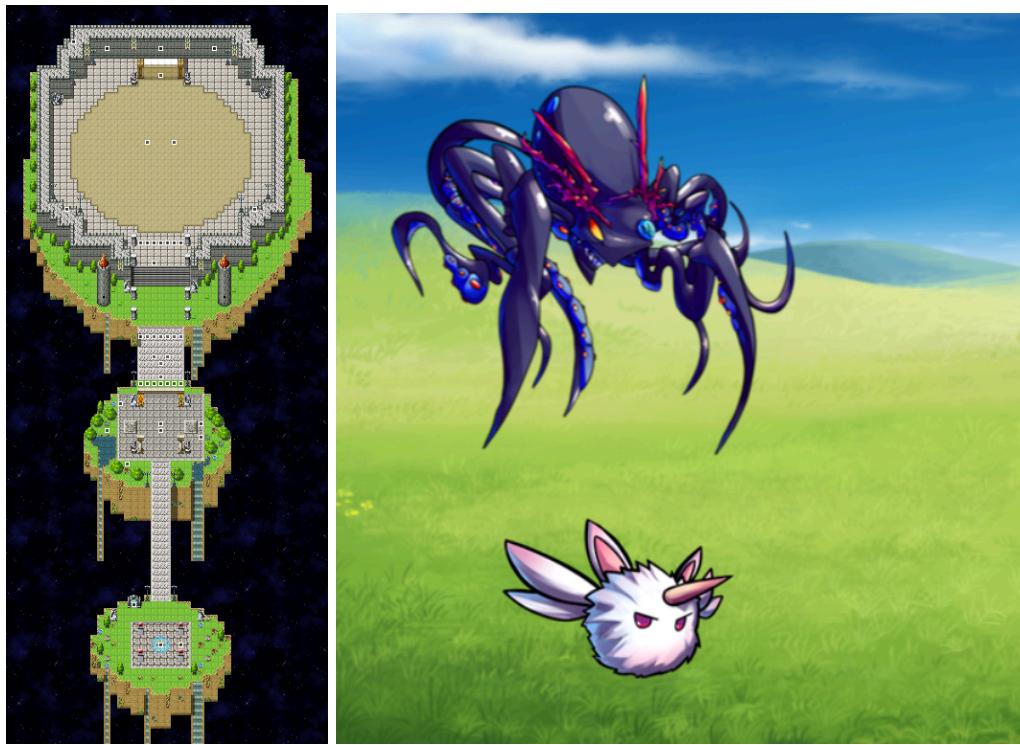
Milestone 6 is taking much longer than expected. So we decided to cut off the 3rd chapter.

## Milestone 8:

Finish End Chapter and final project video (Due 12/8/2024)

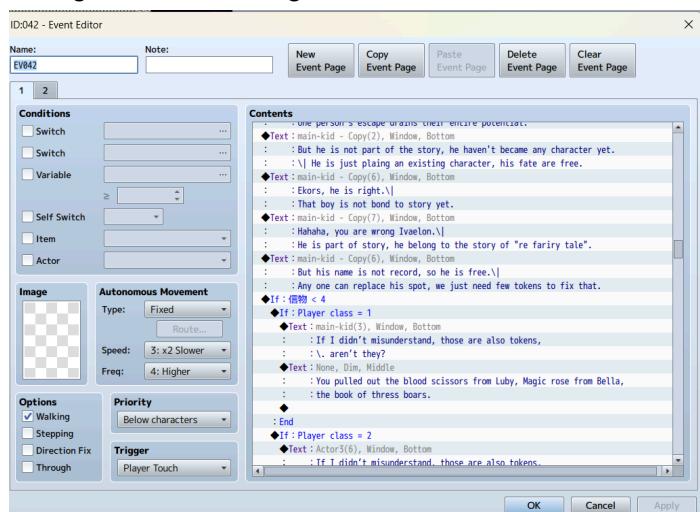
Implementing different endings with a few maps.

Includes similar amounts of content in the intro level.



The final map and final bosses

### Dialogs for final ending



We created 2 major endings considering how the player explored the map.

Created a 2 minute PV and recorded a presentation on 12/10

Submitted everything on 12/11

We plan to continue work on it in next semester and publish the game on steam after we are happy with the whole game

The Github Commits from our Github:

Github Link: <https://github.com/shen0V0/GDP>

*Most content is given in person where these commits do not represent the process.*

修复plugin bug, 技能消耗	
shen0V0	• 10 days ago
change	
shen0V0	• 17 days ago
map 2 event finish	
shen0V0	• 20 days ago
怪物设计和大招	
shen0V0	• 25 days ago
plugin updated	
shen0V0	• 26 days ago
丛林深处added	
Ivan Loh	• 26 days ago
git	
shen0V0	• 26 days ago
fix	
shen0V0	• 27 days ago
fixed bugs	
shen0V0	• 27 days ago
更新主菜单	
shen0V0	• 27 days ago
intro_final	
shen0V0	• 27 days ago
intro——finish	
shen0V0	• 27 days ago
Map2 edited	
shen0V0	• last month
minor fix and characters	

29 changed files
Project1\data\Animations.json
Project1\data\Armors.json
Project1\data\CommonEvents.json
Project1\data\Enemies.json
Project1\data\Map002.json
Project1\data\Map004.json
Project1\data\MapInfos.json
Project1\data\Skills.json
Project1\data\States.json
Project1\data\System.json
Project1\data\Troops.json
Project1\data\Weapons.json
Project1\img\enemies\boar.png
Project1\img\sv_actors\bandit.png
Project1\img\sv_actors\bandit2.png
Project1\img\sv_actors\hunter.png
Project1\img\sv_actors\hunter2.png
Project1\img\sv_e...ovebg-preview.png
Project1\img\sv_e...ovebg-preview.png
Project1\img\sv_enemies\boar.png
Project1\img\sv_e...ovebg-preview.png
Project1\js\plugins.js