Release Notes

First Playable Prototype (Internal)

Release Period: 17 December 2025 – 26 December 2025

Overview

This release establishes the core foundation of the project, covering documentation, gameplay systems, environment creation, character development, and delivery of the first playable prototype. The focus was on validating the game concept and core mechanics while setting a solid base for future iterations.

Documentation & Game Design

- Creation of **OPD v1** and **OPD v2**
- Update and refinement of **TDD to version 2**
- Creation of **GCD v2** to align gameplay vision and systems
- Improvements to presentation materials and overall game concept clarity

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Core Gameplay Development

- Development of core gameplay mechanics
- Implementation of the **Sorba Manager**
- Implementation of the **Round Manager**
- Player control system developed
- Dynamic camera system implemented
- Finish line mechanism developed
- Integration of the horse model into gameplay

Environment & World Assets

- Creation of Moroccan-inspired environment assets:
  - Nakhla (Palm Trees)
  - Moroccan Mud House

   o Khzana
- Initial environment objects created to support level building

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Character Development

- Initial player character created
- Main character visual and structural improvements
- Design and finalization of Moroccan traditional clothing for the character

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Prototype Milestone

- First playable prototype completed
- Includes:
    - Core gameplay mechanics
    - 3Cs (Character, Camera, Controls)
    - Horse model integration
- Prototype validates gameplay flow and serves as a foundation for further development and polish

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Contributors

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