

Sprint 4 Artifacts

Quest Manager/Log

Add a quest manager that you can access which will give you tasks

- Accessible from the home base
- Should show progress on any given task (if applicable)

Add additional side quests to put inside the quest manager

Come up with other tasks for the player to do

- Go collect X package from Y area
- Find Z Material

Refine graphics

Make tweaks and adjustments to the sprites and or visuals of the game as need be

- Color adjustments
- More visual variety (sprite variations)
- Fix any inconsistencies in the current sprites
- etc.

Refine the ship movement

See how well the ship flows with our current level design and change it if need be

- Perhaps the ship is too hard to control and needs better handling
- Perhaps it moves too fast even for the easier areas

Testing and debugging

Find any bugs and fix them

- Ensure there is nothing gamebreaking (that would cause a crash)
- Ensure that the player cannot subvert intended game design
- Check for exploits

Game Balance

Tweak the game so that the progression feels fair and isn't too hard or easy

- Make sure the starting area isn't too difficult and that it gets progressively more difficult as the game goes on
- Ensure it isn't too frustrating

Sound Design

Give the game sounds to make it more engaging

- Background music
- Sound when using thrusters
- Sound when crashing into obstacles

Save and Load system

Give the ability of the player to create savestates and load them at any point

- Should be accessible from the pause menu
- Should ideally be able to have multiple saves that can be loaded

Compile the game as an executable

Compile it as an exe so it can be run outside of just the godot test window

- This should be rather easy to do natively through Godot

Create video showcasing our work

Edit a video together showcasing all aspects of our product

- Showcase all core features of the game
- Explain the objectives
- Edit it to be generally entertaining

Final Documentation

Create documentation explaining how the game works

- Go in depth over all previous sprint features
- Create charts as needed