# Term 4 Plan

## Have to have

- Evolve Level Design and Environment Art on following sections and levels:

- Level 1:

Section 1 - Train

Add train door + Train SFX

\*New train asset

Section 2 - City Hall

Add elevator door + Elevator SFX

Create/find and place coffee shop assets

Section 3 - Mayor's Office

Improve Mayor’s office, replace assets, occupy other rooms

Improve integration to Tosco office

Section 4 - Tosco Office (1)

Add light between movable wall and wall button - Portal ref

Replace assets and apply materials

Redo part of the level design to better integrate environment

Add signal to teach the player how to jump – first jump room

\*- UI’s

- Main Menu

- Pause

- Save

- Credits

- Controllers

- Stamina

- etc

- Stamina System

- Fix Climbing bug – player flying to other parts of the level

~~- Fix Level Streaming bug – not working correctly when the player doesn’t overlap with both triggers~~

~~- Fix Checkpoint bug – not working with level streaming~~

- Light trap

- Other traps

- Trigger sliding door

## Would like to have

- Fix Spline Mesh Generation bug

- Quest System

- Guardbot

- Patrolling

- Attacking

- SFXs

- Replace character material to fit the aesthetic

- On Section 4 – Office: Add a sequence showing movable platforms in a room that is visible but not accessible – To be continue “feelings”

- Usage of door frame decal to show accessible and not accessible doors. For example: green: can access, red: can’t access.

## Dream to have

- Factory Level

- Museum Level

- Eye inventory companion

- Coin System

- Nova Downtown buildings – Neom References

- Level Streaming converted to c++