# 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

Section 2 - City Hall ->

Add elevator door + Elevator SFX

Create and place coffee shop

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

Redo level design to better integrate ambientes

- UI’s

- Main Menu

- Pause

- Save

- Credits

- Controllers

- Stamina

- etc

- Stamina System

- Fix Level Streaming bug

- Fix Checkpoint bug

- Light trap

- Other traps

- Trigger sliding door

## Would like to have

- Fix Spline Mesh Generation bug

- Quest System

- Guardbot

- Patrolling

- Attacking

- SFXs

## Dream to have

- Factory Level

- Museum Level

- Eye inventory companion

- Coin System

- Nova Downtown buildings – Neom References

- Level Streaming converted to c++