**Color Coding**

Done & Tested

Done but needs testing

Not started yet

Not going to do

Started

**For play testing**

Bees scene that does nothing

Plants/Pollen scene that does nothing

-Do I even want this? Because if I do it here… I’ll need to add it all over the place lol

Benjamin & Curtis are placeholders in battle

Random encounter rate is high

Encounters themselves are trivial

Update common event textboxes to include macro nameboxes as expected

The reality alter/door thing…

Pastor/Preacher talking about saving…

**The Queue**

add fullscreen functionality for giggles & ability to make it window as an option.

Review the potential to miss and whether or not you want that to be a mechanic in your game or have it be more like glancing blows instead of misses.

Review basic attack and possibly remove it for a basic attack under skills/special.

Fix the inn... the doors are handled better. & move the second floor stuff down to the bottom floor stuff.

General text task 1: Fix all the text for word wrapping

General text task 2: Put all the boxes at the bottom (optional, upon review…)

General text task 3: Two lines-ish per box

The greeter girl should wander a bit more in Pinebrook and hand out brochures for sales at the stores or something lol

The erika animation, have the change happen during the ball of light animation so the light dimming reveals erika instead of erik... who then quickly shifts into erika.

Have erika say that the group has a 20% coupon like Zeke does in the weapon shop.

Have Erik's name & picture in the status screen be Erika? while he is in the magic shop.

-when transitioning back into the magic shop after the whole scene with the owner... have there be a pause in the darkness of the screen changing & play the sound effects of the ball of light animation & change all of Erik's picture and name to Erika? for the shop.

Magic shop keeps giving an option to enhance erika?'s magic orb after the second one and if you say yes then nothing happens.... fix that.

Review/Look into the idea of moving the levels down to 10 or something...

Look to potentially grey out the option to enhance weapons passed two & let the shopkeeper say at the end of the second time that it's as sharp or powerful as their skills allow. (maybe mention that other blacksmiths/mages could enhance your weapons more in other areas...) Once both zeke & raven's weapons are fully upgraded have the owner say that they can't enhance them anymore and save some clicks.

Review the pastor at the church and the save thing...maybe remove it?

General Text Task 4: When dealing with NPCs 1, 2, 3, etc... make sure you are consistent and don't do the whole NPCs 1, 2, 3 & NPCs A, B, C. OR do like Misha says and actually name them.

General Text Task 5: Add name boxes appropriately

Lock the nuns when they are talking but have them turn when addressing you... lock them again for their whispers.

Review the item shop's choice menu because it sticks unexpectedly when going to shop window. And the placement of the choice menu is weird...

... instead of ---

allow for more room in the cutscene town for shifting the camera view to allow for bottom text boxes... OR switch the scene to horizontal...

Review the bees, remove them once you've defeated them. Get some honey, etc...

Review the flowers/maneating plants from forest entrance.

Review the strength of all normal enemies.

-potentially add text like Earthbound during combat.

Erik gets an arcane recovery that gives him free MP at 50 or 100.

Finish the bosses.

Suikoden encounter algorithm?

Battle chat?

-Have zeke, raven, and erik talk during the battle. Just brief one liners from a common event.

There is a strange bug where if your mouse is hovering over something, then it overrides your keyboard commands. Ex. if i hover my mouse on an enemy and try to select someone else with arrows, you cannot move off the enemy your mouse is on.

Disable mouse by default? Definitely have it as an accessibility option.

-if you keep mouse then make sure that the pathfinding doesn't move you faster than your current speed is. It needs to take your current speed restrictions into account.... I'd almost let you use the mouse but not to move... only use it for selecting stuff.

Items for increasing/decreasing encounter rates OR don't have random encounters...

-instead of random encounters have a certain number of forced encounters depending on the path you take. This way different paths could be easier, normal, harder... they can be balanced with rewards, etc... Let the party members speak up about the difficulty of each path by appearance so that the player understands they are choosing a harder path... maybe....

-or have a encounter max that stops encounters at a certain threshold per area or something like that.

-either way... less of them with more difficulty

Nudge or let the player know that if they continue they can't go back. Maybe some sort of dialogue from the party that will be a clue. Party banter, etc... maybe even tie in with the idea that you're taking an easier path or a harder path...

Skip cutscene if you’ve seen it before or on button press?

-I downloaded olivia’s thing for this… I have an issue with the first cutscene though. The way it works is that you can basically skip to a target label but only in the same event that you enabled skipping. This means that if you want to skip from the intro cutscene at the mine entrance to the fight with the ogre, you’ll need to do some switch sorcery. I was thinking something like having a switch at the end of a cutscene before transferring to another map (assuming the cutscene is multiple maps long like the intro cutscene is) and then setting that switch to on or off (signaling that it got to the bottom of the event without being skipped) right before I do a conditional that has the skip target label in it. The goal is to give an indication on the next map that the cutscene was skipped. Once you know that, you could load the map differently (moving everything around as needed) upon the fade in.

-The alternative would be to make them skip cutscenes every map. Hmmm… I’ll need to think about this. I’ll look to see how FF14 does this.

-Note… seems like a lot of work LOL

Potentially have the army chase you two maps behind. A few scouts that announce they found you and encounters that you inevitably choose to run from.

Review your scenes and try to consolidate them into a single event for cutscene skipping in the future (though this isn’t necessarily important RIGHT NOW, it could be a polish thing for later… just something to keep in mind as you create new cutscenes)

Review your maps and add comments in an appropriate spot to let testers know what switches are needed for the scenes on the map (like ones up until that point that are expected… and then maybe some optional ones if they are relevant.) Add an event description to these. Either init or a comment one that Misha will add later.

**Remove after testing**

yami skip main screen

**Doodle/Random Ideas**

potential idea around sharpening system

-at a certain point, it becomes risky to sharpen the weapon anymore and it could break or get really strong. Perhaps there are magic items found in the game that make this less likely but that's the whole risk/reward exploration thing...

-think about what happens if the blade does break... do they have a spare they will sell you with a lesser ceiling of enhancement? For example, if the base weapons can be upgraded to 16 then maybe these weapons can only be upgraded to 10. Something like that.

-perhaps in their travels, there is an option to get upgraded weapons in various situations, these could technically be replacements for broken weapons... idk....