VERSION
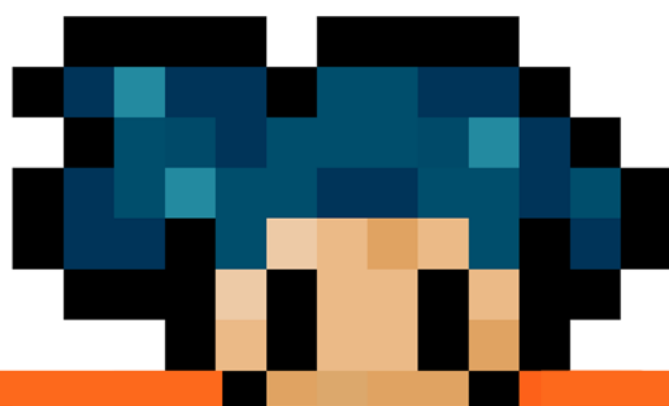
We've lost count.
Spinning a wheel for
the version number is
the best option.

... 5.1.

DROPBOX FILES

MAIN CHARACTER

DEVELOPMENT   SOUND DESIGN   CHARACTER SPRITES   FINAL BOSS

OVERVIEW

MEET THE TEAM

ART

NORMA RODRIGUEZ

Art & Orgaization Lead
Character Design
Animator
"I made this cool."

Email

DANIEL ZHANG

Character & Asset
Design
Animator

Email

MARIA CLORINDA PILLITERI

Character Design
Environment Design
Animator
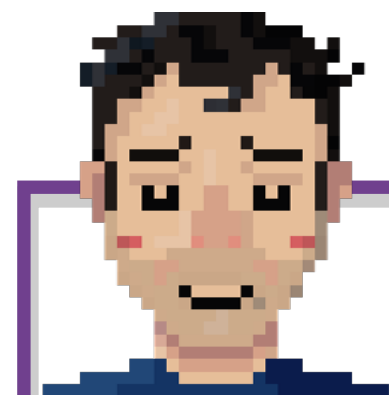
LinkedIn

MITCH KOGAN

Character & Asset
Design
Animator
"Overall a pretty cool guy"

MINHAL ENAM

Character Design
Animator
Color

LinkedIn
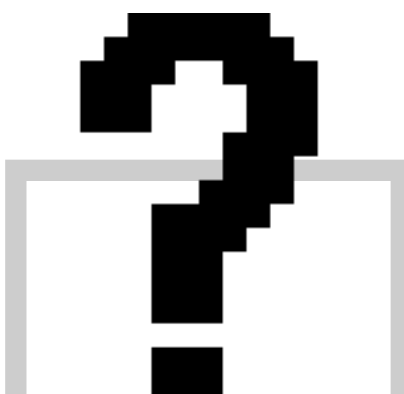
AMRIT SOOKLAL

Character & Asset
Design
Animator

LinkedIn

DEVELOPMENT

CONNOR KELLOCK

Team Lead
Development Minion
Level 9 Warlock

LinkedIn

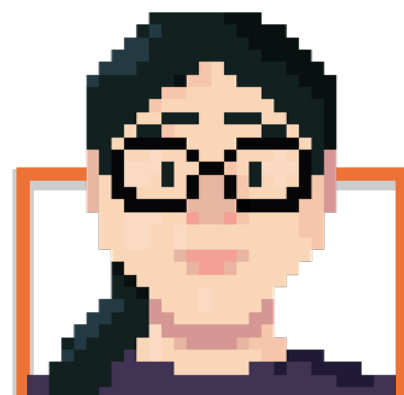**JOAQUIN DE LOSADA**

Development Lead
Just makes Unity work
Wizard

GitHub
LinkedIn

MADDY KWAN
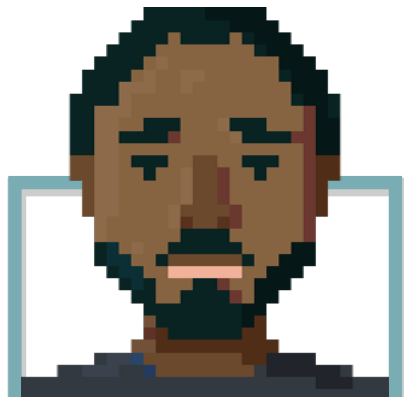
Development Minion
UI Design

LinkedIn

DANBY LIU

Development Minion
Game Layout
3D prototype

GitHub
Twitter

NARRATIVE/AUDIO

WILL LYONS

Narrative Lead
Sound Designer
Designer

Email
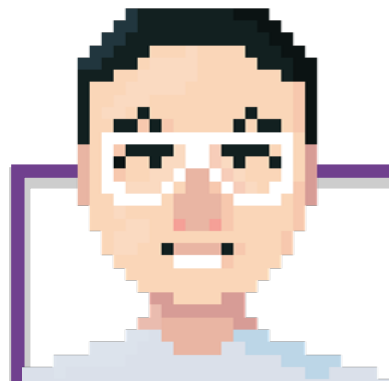
KAMRAN SAINI

Narrative
Composer
Designer

Email

CREATORS

SUMMARY

Welcome to High Score High, the school that perfectly replicates the typical student experience:

- puzzles

&

- boss fights

YOU'RE FIRED

I AM IN GRADE 9

With the clock ticking down between each class, our student must sprint from room to room solving puzzles, answering quizzes and defeating the enemies that wait ready to ruin somebody's Wednesday.

Use power-ups, hidden notes and sheer willpower to get through the course and make it to the final exam. Will you pass with flying colours?
Or is a big F looming in your future?

GAMEPLAY

The game is a 2.5D dungeon crawl game that is meant to be a very high pace game. Some of the obstacles that are meant to appear in the games are as follows: a timer in which the challenge/boss needs to be beaten in said time; and bullies roaming the hallway taking time and taking that sweet lunch money ~~you stole~~ your parents gave you.
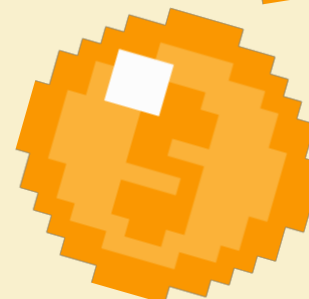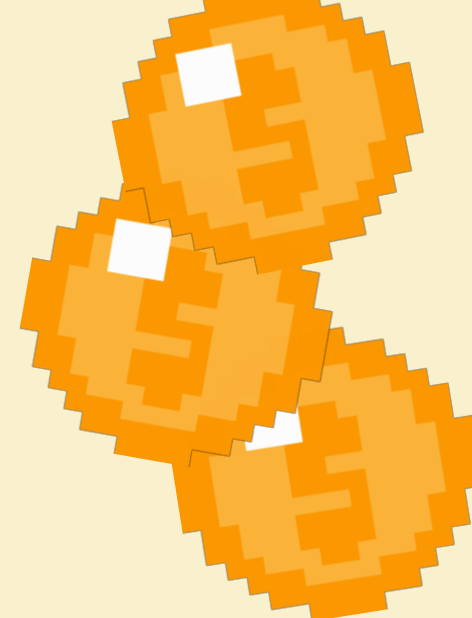
BRAIN GO BRR..

MINDSET

The players' mindset will be adventurous and also hurried as they dash from end to end of the school attempting to complete the challenges within each class all while the clock in the corner ticks away reminding them of how little time they have left. To do this, the player will search lockers as well as fight their way through enemies, collecting money and unique items to reward them and help them in future challenges.

GAMEFLOW

The Player begins their school day in the foyer facing the cafeteria. As they enter the cafeteria, they may choose to approach the vending machines or the lunch lady, though if they attempt to buy anything they will be reminded that they are broke.

> I JUST WANTED JUICE

> I AM SPEED

The large gym doors in the cafeteria will also not be available to the student until they complete all four classes. After this, the bell rings, and the rush to get to class begins.

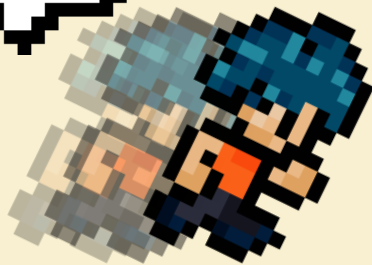On their schedule and on the minimap, the first class of their day will be highlighted. The student has only this amount of time to get to their destination, but beware bullies roam the hallways who will try to take any money you collect through the day!

> GIVE ME MONEY

> TIME TO YEET

But defeat these bullies and you get the money in return. Another form of income is through raiding open lockers. Poor unsuspecting students, but we are all desperate here and it was their fault for leaving it unlocked. Once entering the first class, the student will go through a series of puzzles, combat or both in order to increase their Grade score, or die trying. The better the grades the more chances the student will pass the final exam!

After the first class, they will be directed to their next class with a little more time to explore, get items in the cafeteria, or take a well needed breather.

> BEING A KID IS EXHAUSTING IN THIS ECONOMY

Each 4 classes will repeat this flow until the full schedule is complete. At which point, an audible unlock sound rings through the school as the Exam room finally opens.

The student will have time to prepare (mentally and physically) for the final exam and attempt to defeat The Professor.

SUCCEED...

and pass the course

> YAY!

FAIL...

and well... You know the name of the game.
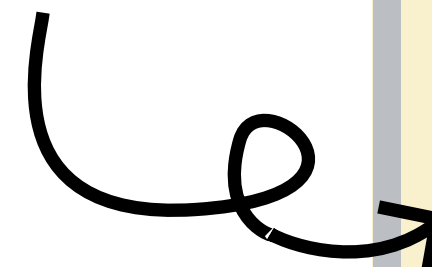
> PERISH.
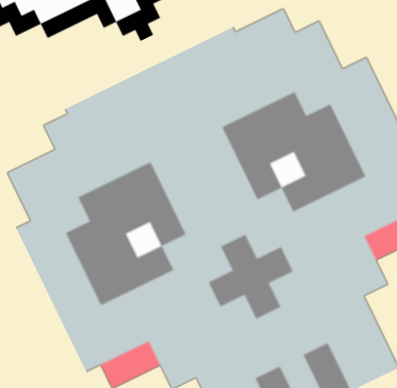
STORY OUTLINE

SCRIPT

Don't Fail The Course

written by

William Lyons

&

Kamran Saini

November 26, 2021

*Click to go to Google Docs

LEVEL DESIGN

EW...
SCHOOL

DON'T FAIL THE COURSE
MAIN MAP
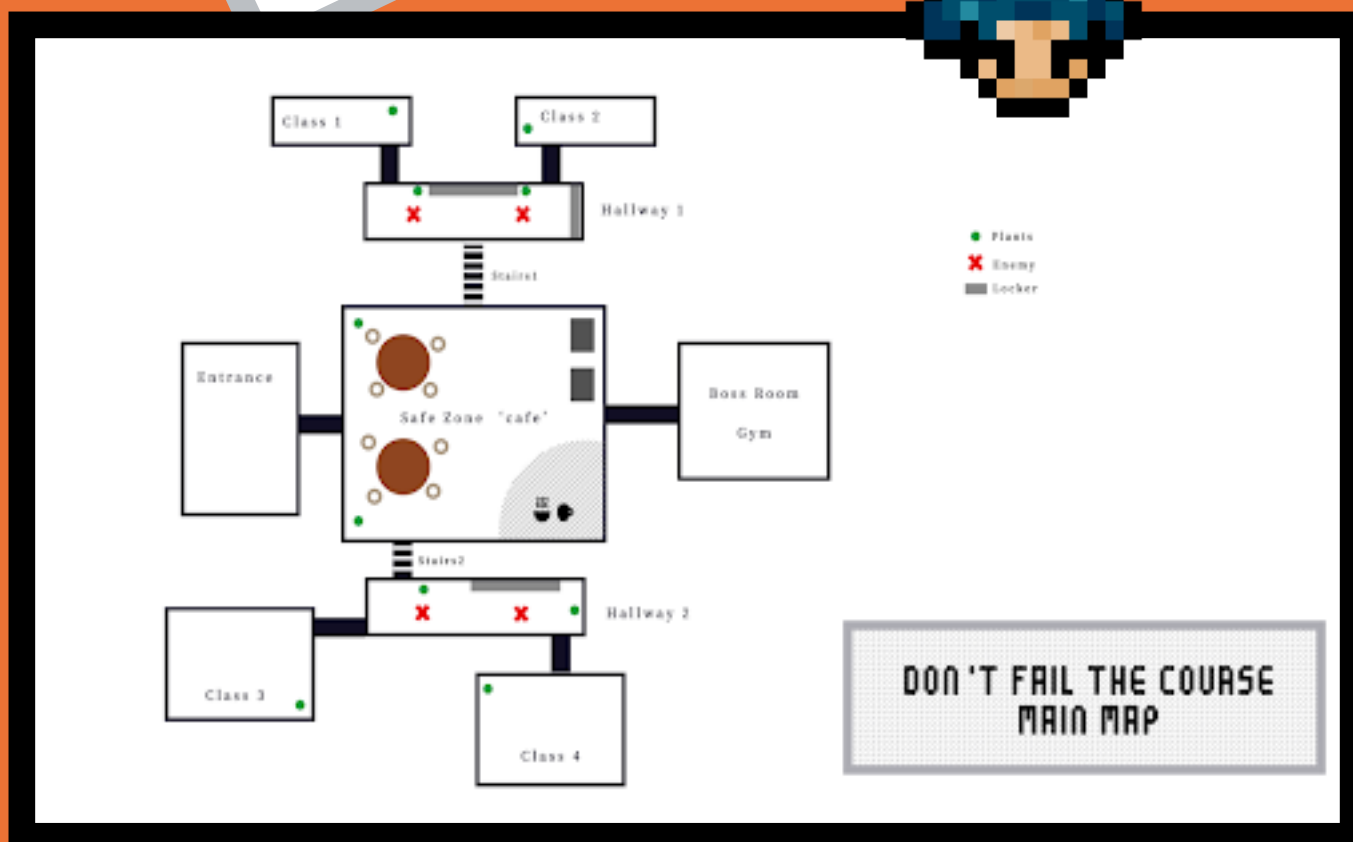
ROOM THEMES / DESIGN

SCHOOL HALLWAYS

Mood: fun, engaging, fast-paced
Environment:
- Lockers
- School Pride Posters
- Plants
Interactive:
- Open Lockers
- Notes
- Doors
Enemies:
- Bullies

CAFETERIA (CENTER OF MAP)

Mood: safe, helpful, open
Environment:
- Round Tables
- Chairs
- Plants
- Spirit Posters
Interactive:
- Notes
- Vending Machines
- Lunch Lady
- Exam Door (Locked until end)

SCIENCE CLASS (TOP LEFT CLASSROOM)
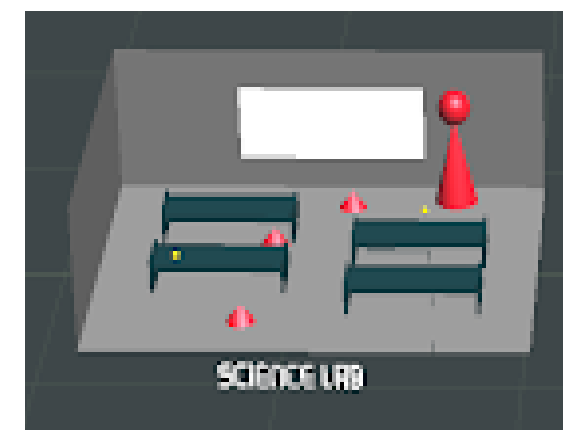
Grade: +15%
Mood: fast-paced, active
Color: Green
Environment:
- Lab tables (cover)
- Whiteboard
- Tubes
Interactive:
- Notes (2)
- Door
Enemies:
- Frogs (5)
- Scientist
Flow: Scientist dialogue
Battle Frogs and Scientist
Survive and Defeat all to get Increased Grade.

SCIENCE LAB

LITERATURE CLASS
(BOTTOM LEFT CLASSROOM)

ENGLISH ROOM

Grade: +15%
Mood: fast-paced, intimi-
dating
Color: Blue
Environment:
- Circle Desk
- Whiteboard
- Bookshelves
Interactive:
- Shakespeare's Play
- Notes (1)
- Door
Enemies:
- William Shakespeare
Puzzles (4): Activated via
Shakespeare's play
50% correct to pass
Flow:
- Shakespeare Dialogue
- Battle Shakespeare
- Pick up Shakespeare's
Play
- Complete quiz
- Pass to get Grade

MATH CLASS
(TOP RIGHT CLASSROOM)

MATH ROOM

Grade: +15%
Mood: calm, quiet, serious
Color: Red
Environment:
- Teacher's desk
- Square desk
- Math Posters
Interactive:
- Blackboard
- Notes (1)
- Door
Puzzles (4): Activated via
blackboard
50% correct for pass
Flow:
- Interact with Blackboard
- Complete Quiz
- Pass to get Grades

WOODSHOP CLASS
(BOTTOM RIGHT CLASSROOM)

WOOD SHOP

Grade: +15%
Mood: serious, puzzling
Color: Brown
Environment:
- Rectangle Work Stations
- Whiteboard
Interactive:
- Paint (1)
- Notes (2)
- Machines (2)
Enemies:
- Woodshop Students (3)
Puzzle: Interact with machines
or paint bucket in correct order
Flow:
- Attack Woodshop students to
get wood
- Build the birdhouse in the
correct order (cut, assemble,
paint)
- Survive and build correctly in
order to pass

BOSS BATTLE
(GYM/EXAM ROOM)

Grade: +40%
Mood: dangerous, tense,
active
Environment:
- Desks
- Basketball Court Lines
Enemies:
- Professor
- Frogs (3; 2)
- Bullies (3; 2)
Puzzles:
- Wave 1 Pop Quiz
- Wave 2 Pop Quiz

Flow:
Professor is introduced and has dia-
logue
- Wave 1 (1/3 health)
    - Frogs attack
    - Professor throws skulls and
has wood plank
        - At 1/3 health, Player is
          forced back and must
          answer Pop Quiz
- Wave (2/3 health)
    - Bullies attack
    - Professor throws tinctures
      and has wood plank
        - At 2/3 health, Player is
          forced back and must
          answer Pop Quiz
- Final Wave
    - Bullies and Frogs attack
    - Professor throws tinctures
      and has sword
    - Final hit of Professor makes
      all enemies disappear and
      terminates the exam
- Player's final grade flashes and
end credits will then roll
- If Player dies at any point they
will Fail the course

THE FORBIDDEN WORD
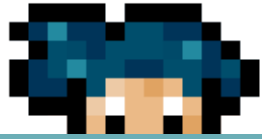
QUIZZES

MATH

1. Pair the correct word with the correct triangle
a) Isosceles
b) Scalene
c) Equilateral
d) Socrates

2. What is the square root of 36?
a) 6
b) 2
c) 3
d) 4

3. Solve for x if y = 4: 2(x + 3) = 4y
a) 5
b) 3
c) 8
d) 21

4. Pair the correct transformed shape which is a Reflection of the following image: [insert shape img]
a) [image 1]
b) [image 2]
c) [image 3]
d) [image 4]

LITERATURE

1. Which of the following is not a Shakespeare play?
a) Macbeth
b) Romeo & Juliet
c) Hamilton
d) Hamlet

2. Who wrote the classic Little Women?
a) Louisa May Alcott
b) Jane Austen
c) Charlotte Bronte
d) John Green

3. What literary device is the following sentence "Eyes like the ocean"
a) Repetition
b) Simile
c) Metaphor
d) Juxtaposition

WOODSHOP

Birdhouse must be built in the following order (only "E" interact, no UI interactions):
1. Cutting station: Cut and sand wood pieces
2. Attachment station: Attach cut pieces together
3. Painting station: Paint the birdhouse

TECHNICAL

NERD STUFF

SCREENS
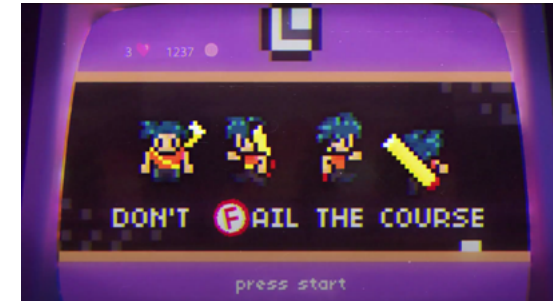
TITLE SCREEN

- Start Game
- Options
- Volume
- Go Back
- Credits
- End Game
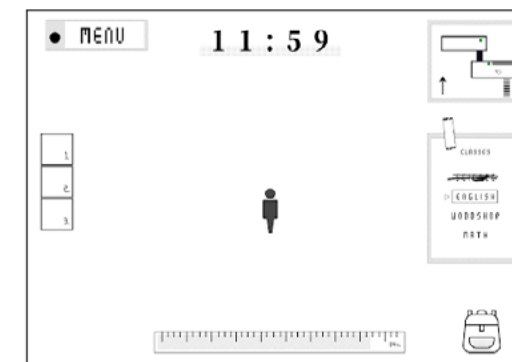
MAIN GAME

- Pause Menu
- Timer
- Minimap
- Schedule
- Item Hotbar
- Health bar
- Inventory
- Coins (In bottom left)
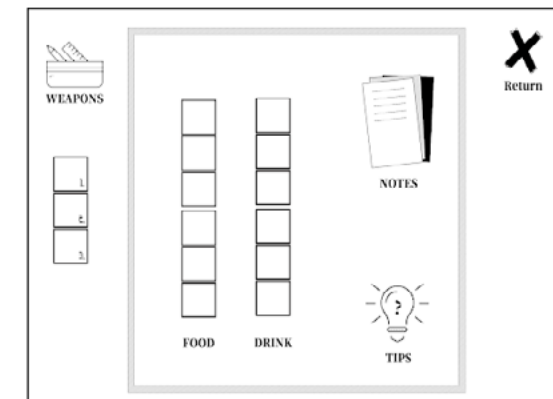
INVENTORY

- Weapons
- Item Hotbar
- Food
- Drinks
- Notes (Game Hints)
- Report Card (Access "Scores"/grades)
- Coins (bottom left)
- Return Button
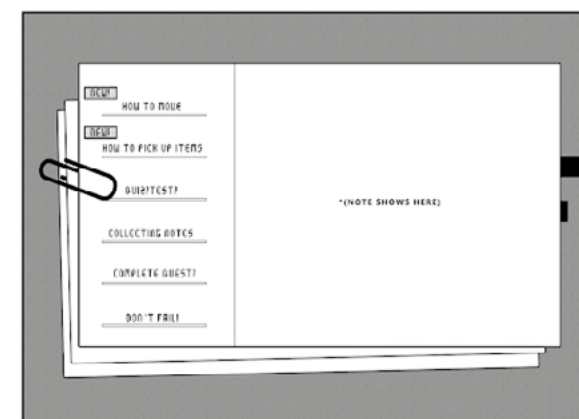
NOTES

- List of notes
- Newest found note on top of the list

REPORT CARD

NAME: _____ DATE: _____

SCIENCE

BATTLE FIGHT -------------- A

ELITE FIGHT -------------- A

USING TIME -------------- c

TOTAL RANK: B+

- Shows each Course and their Grade (player score)

MAP

- MENU 11:59 X
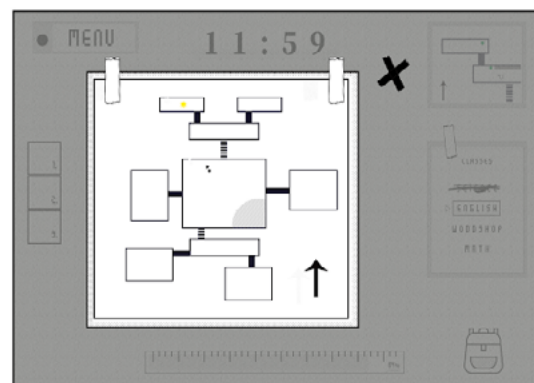
- X button returns to game
- Player position and next class highlighted on the map

PAUSE MENU

CHARACTER'S NAME

RETURN TO MAIN MENU

RETURN TO GAME

GAME SETTING

EXIT THE GAME

STUDENT PHOTO
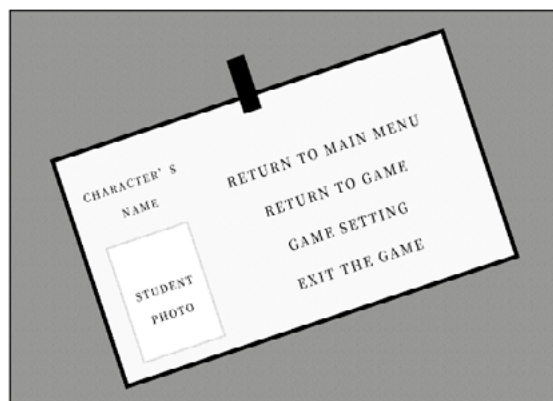
- Return to Game
- Settings
    - Volume
    - Go back
- End Game

DIALOGUE SCREENS

HEY! STOP!!!

Normal NPC Talk

FIND THE KEY!

Self Thinking

Main Story Talk

OH...NO! I MUST DO SOMETHING!

PLAYER:
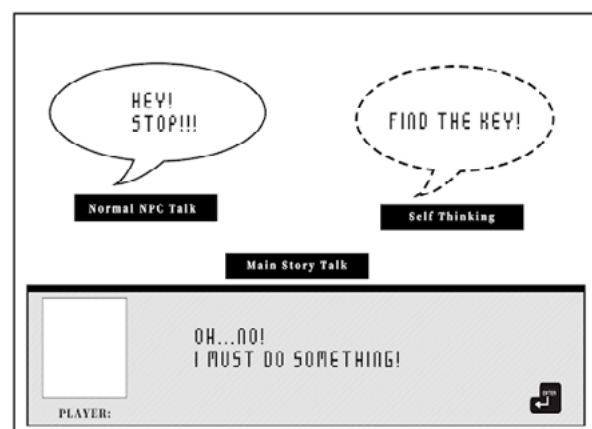
- Static Dialogue
- Passive Dialogue

QUIZ UI

09:43

3/4

SOLVE FOR X IF Y = 4; 2(X - 3) = 4Y

A. 5

B. 648

C. 25

D. XY

- Math Class
- Literature Class
- Exam Pop Quizzes

LUNCH LADY (FOOD)

Food 01   Food 03   Food 05

Food 02   Food 04   Food 06

WE HAVE NEW SPECIAL TODAY! WANNA TRY IT?
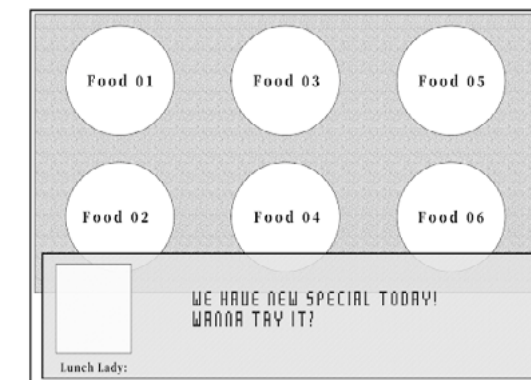
Lunch Lady:

- Pseudo dialogue to order food
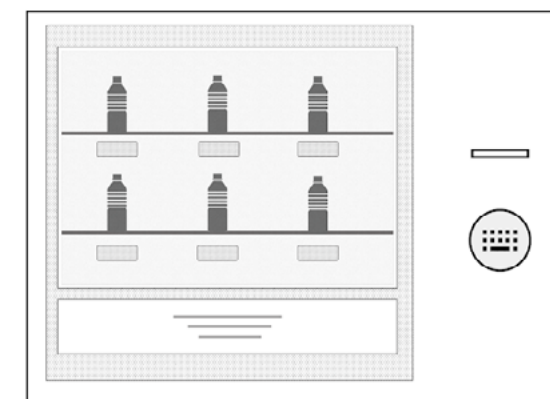
VENDING MACHINE (DRINK)

- Show drink options in slots

END SCREEN

3 1237

DON'T FAIL THE COURSE

press start

YAY!
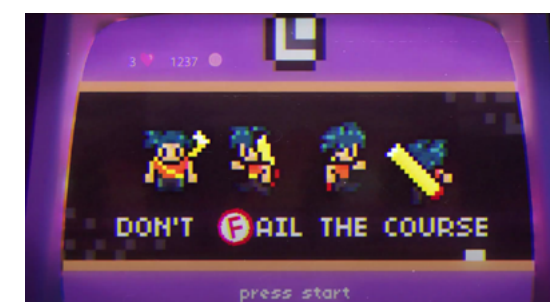
CONTROLS

- <mark>Movement</mark> → WASD

- <mark>Attack</mark> → Left Mouse Click
  - Pencil Weapon
    - Single Click → basic attack;
      Small jab with average damage dealt
    - Press and Hold → charged attack;
      harder jab with bigger damage dealt
    - Double click → quick slash attack
      (back and forth)

- <mark>Block</mark> → Right Mouse Click
  - Uses Pencil to shield incoming attacks

- <mark>Dash</mark> → Space Bar
  - Dash = gap closer
  - Extra dash speed in direction player is facing

- <mark>Item Interact</mark> → "E"
  - Player must be facing and
    in range of intractable objects to trigger "Interact"
  - Can open doors, access Lockers or Blackboards, pick up
Hints/Collectibles, use Vending Machine or Lunch Lady

- <mark>Exit Screen</mark> → "ESC"

- <mark>Menu access</mark> → "ESC"

- <mark>Backpack Inventory</mark> → "I"

- <mark>Map access</mark> → "M"

MECHANICS

- <mark>Player:</mark> Controlled by player using Controls. Has access to Inventory, Map and Schedule. Is dependent on 3 score variables:
Money: Currency of game which allows player to purchase power-up items like food or drinks. [... not powered by NFTs yet... and probably never].
  - <mark>Health:</mark> Amount of life of a player which can be lost by fighting enemies, and gained back with food power-ups. If player loses all health they respawn at the foyer and fail the class they were just in
  - <mark>Grade:</mark> Success in classes and the final exam will determine the "grade score" of the player. To pass the course and the game the player must get over 50%; the higher the score the better the grade. Classes are worth 15% and the final exam is 40%

- <mark>Enemies:</mark> Have a certain number of health and unique attack mechanics which can be combated by Player Attacks
  - <mark>Roaming Enemies:</mark> Can be found in the hallways
    - <mark>Bullies:</mark> Bullies attack with melee punches, only able to hit when in close range of Player. If a bully successfully hits the Player, the Player loses money; however if the Player beats the bully, they gain money (including any money lost).
  - <mark>Basic Enemy:</mark> Less difficult enemy found in classrooms which come in groups
    - <mark>Frogs:</mark> Jump at Players and cause poison damage (delay health decay). (The sound it makes should be "I Hop". No affiliation to other brands in the real world).
    - <mark>Woodshop Students:</mark> Melee attack with a plank of wood. When killed, the student drops the slab of wood that can be used for the main puzzles.
  - <mark>Elite Enemies:</mark> mini-boss enemies found in classrooms with a higher difficulty
    - <mark>William Shakespeare:</mark> For long-range, throws skulls at Player which damage upon hit. For short-range, uses a sword to attack the Player with slight delays leaving open spaces to Attack.
    - <mark>Scientist:</mark> Throws tinctures that explode in a radius. Leave poisoning effect (delayed health decay on Player). Can send out Frogs to jump and attack players.
  - <mark>Boss:</mark> Final enemy with hardest difficulty in the game
    - <mark>Professor:</mark> Utilizes the attacks of other classes in waves. Long-range attacks are a mix of skulls and tinctures. Uses a sword or wood plank to attack close range. Can summon Bullies and Frogs to attack.

- <mark>Notes:</mark> Bring up text giving player hints against enemies or puzzles (pop up, stops timer)

- <mark>Open Lockers:</mark> When clicked, the player gains coins. (This isn't robbing this is just a forced surprise loan)

- <mark>Vending Machines:</mark> Players can purchase drinks to increase movement speed (ex. Soda, Apple Juice, Energy Drink). (This is the reason this generation is called zoomers)
Opens menu (pausing timer) that player can exchange coins for items

- <mark>Lunch Lady/Cashier:</mark> In the cafeteria, players can purchase food to regain health (ex. Fries, pizza, Apple).
Opens lunch lady/cashier dialogue (pausing timer) where options are available for the player

- <mark>Doors:</mark> When clicked, the classroom which the door separates will be visible to the player and they may move into the room

NERD ALERT

DEVELOPMENT

CODE EXPLANATIONS

- Main Player
  - Sc_PlayerMovement:
    - Initialize:
      1. Float speed: The speed at which the player normally goes around the map. Makes it easier to later affect it when adding the juices.
      2. Vector3 Cursor Position: the current position of the cursor. We have this in case we need to know what the player is pressing on.
      3. GameObject hitDetector: Receives the box collider, which is the hit detector that allows the player to know if there is something that it can hit.
      4. GameObject hitDetectorObject: The empty game object which has the vector3, which is where the hit detector will be moving.
      5. GameObject[] hitDetectorPosArray: Contains all of the hitDetectorObject's that the player can be pointing.
      6. Enum Directions: All the main 8 cardinal directions will represent the directions that the player will normally be pointing.
      7. Directions cardinalDir: The current direction that the player is pointing to know where to move the hitdetector.
      8. bool bullyFound: A boolean variable to know if the player currently has a bully is in attack range.
      9. Sc_Bully theBully: This calls the bully script so that in the case that the player attacks it, then it can receive the corresponding damage.
      10. GameObject currentBullyBeingAttacked: the game object is of the closest bully there is since there is a high chance that each bully will be far away this GameObject will be used to damage the correct bully.
    - Void Start:
      1. Will set the bullyFound boolean to false since currently there won't be any near the player.
      2. Will also grab the Rigidbody component from the player which is used to move the player.
    - Void Update:
      1. Will grab the current horizontal and vertical movement numbers in floats. This is because both Inputs.GetAxis return a value from -1 to 1. This will come into use when doing the player movement and what direction it is pointing.
      2. The next section will make the horizontal and vertical movement into Vector3 variables which are used to move the character forward. At the same time if the player decides to dash then it will grab that same direction and multiply it by a large number so that it can move a long distance quickly.
      3. The following section allows unity to find the position of the mouse cursor and place it into a Vector3 variable.
      4. Then there is the attacking method which controls when and how it is being attacked by the player.
      5. The final section of the Update is controlling the cardinal direction and where the player is currently looking. This section will check what values the horizontal and vertical movement variables have and then adjust the position of the hit detector accordingly.
    - Void Attacking:
      1. This method controls whether the player has tried to attack and if the bully is nearby so that it can get it.

    - Void GameObject FindClosestBully:
      1. This method is meant to find the closest bully to the player. This is done by grabbing all of the game objects that have the "Bully" Tag and placing them in an array. After that, it will loop through each of the game objects in the array and find the distance to the player. If it is smaller than the current closest bully, then it will replace the corresponding GameObject variable called "closest", but if the GameObject is farther away, then it won't change the variable. After that, it will return the closest GameObject.
    - Void OnTriggerEnter:
      1. This Method will run each time a new GameObject enters/touches the player. In it, Unity will check if the GameObject that had activated it is a bully through its tag, and if it is, it will find which bully it is and its bully script and change the bully found in the script to true.
    - Void OnTriggerExit:
      1. This will do the opposite of OnTriggerEnter and run whenever an object stops touching the player. At this point, it will change the "BullyFound" variable back to false and have the current bully become null so that there isn't a persistent bully attached to the variables and the player can accidentally continue attacking it even though it's not nearby.
  - Sc_Player_UI:
    - Initialize:
      - GameObject health bar: Will receive the player's health bar Game Object so that it can be increased or decreased.
      - Slider healthBarSlider: A component of the Health Bar Game Object which allows the health bar to slide from left to right.
      - GameObject GameOverText: Will receive the Game Object for the end game which is a text.
      - Float GameOverTimer: A float variable that will hold a timer for how long the death message will stay on screen.
    - Void Start:
      - Will grab the slider component in the health bar.
      - Will deactivate the GameOverText game object until needed for later.
    - Void Update:
      - Will run the timer method for how long the game over text will last.
    - Void Death:
      - Will Activate the death text and start the timer for how long it will last.
    - Void TextTimerController:
      - Will reduce the game over timer by one second each second, and once it reaches 0 seconds, will set the Game over Text to inactive.
    - Void SetMaxHealth:
      - Will set the slider current and max value to the max health of the player.
    - Void SetHealth:
      - Will change the current health depending on what int value is passed through the method.

- Sc_Player:
    - Initialize:
        1. Sc_Player_UI playerUIScripts: By having a variable connected to the player UI in the script meant to control most of the general things connected to the player, one can more easily affect the health info.
        2. Int maxHealth: This sets up the maximum health that the player can have at any point in the game.
        3. Int currentHealth: The current health that the player has in an easy-to-grab variable.
        4. Int currentMoney: The current amount of money the player has to spend on food and drinks.
        5. Vector3 StartingPosition: The position where the player started so that if it were to die, then it would respawn there.
        6. GameObject bully: The bully is a game object so that the code can later use it for checking the currency.
        7. Sc_Bully bullyEnemyScript: The script for the bully so that the player can check and grab the gold that it has.
    - Void Start:
        1. It will look for the bully and grab the script of said bully for later reference when calculating money.
        2. Setting up the amount of health and starting position that the player will have at the start of the game.
        3. Will spawn the player with a set of money.
    - Void Update:
        1. Will constantly set the health bar in the Sc_Player_UI script to the current health, which it is calculating itself.
        2. Constantly checking if the player's current health has dropped to 0 and, in that case, will give the bully that killed it to said bully until the bully is killed to retrieve the money back.
    - Void HasDied:
        1. Will check if the player has already lost enough health so that it is under 0 HP and will proceed to respawn the player and give its money to the bully.
    - Void LoseHealth:
        1. If the player is ever hit, the function will receive how much health the player would lose and change the current health.
- Bully:
    - Sc_Bully:
        - Initialize:
            1. GameObject[] bullyWaypoints: Will hold all the waypoints that the bully will have to traverse through. This way, the bully seems like it is actually roaming the hallways instead of staying still.
            2. Sc_Player PlayerScript: The variable is the player's main script; this way, when in later parts, the bully needs to tell the player how much money it receives or when the player is hit.
            3. Enum States: These are the movement states of the Bully. It can either walk to one of its waypoints, Stay idle in one spot, or chase after the player.
            4. States State: Has the states initialized to walking towards the waypoints since the player won't be near the bully at the start of the game and the idle state is already in a short timer, so it is easier that it starts by going to one of the waypoints.
        5. Int currentWaypoint: Start the waypoint counter at 0. This allows Unity to know at what part of the waypoint arrays it should start and which way-point to go first.
        6. GameObject Player: The purpose of this game object is so that the bully can easily find the distance between itself and the player and check if it is close enough to start chasing or if it should continue walking in between the waypoints.
        7. float Speed: The speed at which the bully will walk in between the waypoints and towards the main player.
        8. Rigidbody rb: The RigidBody variable which will control the speed of the bully so that it can move forward towards wherever it needs to go.
        9. Float endIdleTime: Amount of time that the bully will be idle when it is in the idle state.
        10. Float hitTimer: Keeps the time of how long ago the bully had hit the player. This is so that the bully does not continuously follow and hit the playing, making it a very annoying enemy instead of an interesting challenge.
        11. Bool recentlyHit: A boolean that checks if the player has or has not been hit recently and if it is still in the hitTimer countdown.
        12. Bool closeToPlayer: A boolean that checks if the bully is close enough to the player to start chasing it.
        13. Int maxBullyHealth: The maximum health that the bully has at the start when it is spawned.
        14. Int currentBullyHealth: Current amount of health that the bully has. Will change depending on how many times the player attacks it.
        15. Int currentBullyMoney: Current amount of money that the bully has. Will start with a random amount and increase if it kills the player and takes its money.
    - Void Start:
        1. Will find the player and place it in the game object variable for later use in finding the distance of both player and bully.
        2. Get the rigid body component from the bully itself to use for the movement.
        3. Set the endIdleTime to 0 so that it doesn't need to run through the idle code and timer and go straight to following the way-points.
        4. Set the recentlyHit variable to false since the bully has not hit the player yet at the start of the game.
        5. Set the hitTimer to 0 as a way to restart the timer for when the player is close to the bully, it can go straight to attacking it.
        6. Set the currentBullyHealth to the same as the maxBullyHealth.
        7. Randomly choose an int number between currently 1 and 26 and have that be the starting money for the bully.

- Void Update:
1. Continuously check the distance between the player and the bully and if it's close enough, then have the closeToPlayer bool change to true.
    Have a time set up so that each time the endIdleTime is over one, it will slowly go towards 0 each second.
    3. Another time that each second reduces the hitTimer if it is over 0. Once it hits 0, it will return the recentlyHit variable to false.
    4. Checks if the bully is already at or lower a 0 HP and if it is, then destroy it and give the player all of the money it currently has.
    5. The switch states that it will go between chasing the player, idling and following the waypoints.
    6. The first state is WalkingTowardsWavePoints. In this state it will find the current waypoint object it needs to go and find the direction that the bully needs to go. It will then normalize that direction with some Vector3 voodoo and multiply the direction by the speed and make that the bullies velocity. It will then choose integer numbers at random between 0 and 1,500, and if it equals 1, then the bully will go into the idle state. If otherwise the player is close to the bully and it hasn't hit the player recently then it will start chasing the player.
    7. The second state is the idle state where the bully stays in one spot for a couple of seconds. This state just sets the endIdleTime to 2 and checks if the timer ends and if the player is close by, it will start chasing the player or else return to following the waypoints.
    8. The final state is the ChasingCharacter state where obviously the bully will start chasing the main character when it is close by. It will start in a similar way to the waypoint state, where it finds the direction to the player and then normalizes it and affects the velocity of the bully to chase the character. It will only stop doing this if the player is far away from the bully or has been able to hit the player.

- Void wayPointReach:
1. This method checks if the waypoint that was hit is the correct waypoint that it needed to reach and if it is, then moves to the next waypoint and circles back to the first waypoint 0 once it reaches the limit.

- Void OnTriggerEnter:
1. Here the method checks each time the bully comes into contact and collides with another GameObject checks it to see if it's the player and if it is, then run the player method for taking damage and then set the hitTimer to 6 and recentlyHit bool to true.
- BaseInteractable
- (example)

LIKE I SAID, NERDS
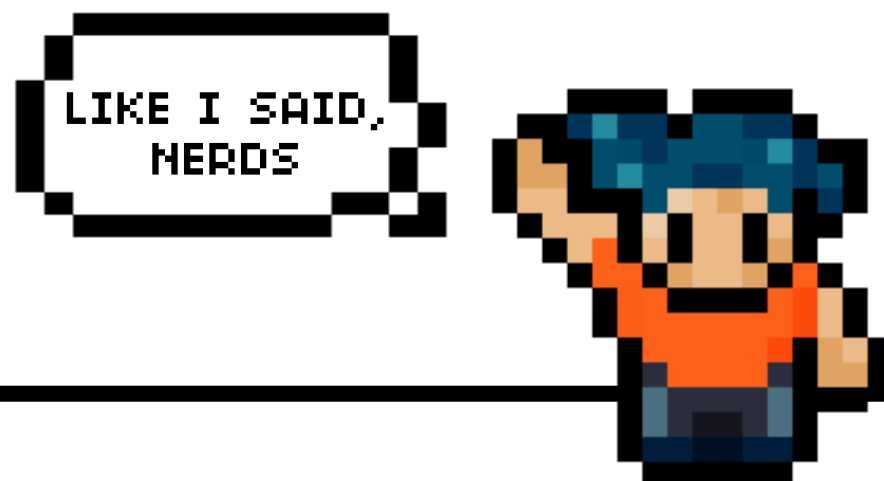
GAME OBJECTS

- Main Player
    - Current Main Character
        1) HitDetectorPosHolder
            a) All cardinal positions so that the hit Detector can move to all those positions.
        2) 2D Pixel Art
        3) Hit Detector
            This box will allow the player to detect what is in front of the player depending on the direction it is moving. Used mostly for attacking and interacting with objects.
        4) Mini Map Camera
    - PlayerUnlockable
- Base Enemy
- Bully
    - EnemyQuiz (To be added)
    - EnemyTeachers (To be added)
    - EnemyElite (may drop key/props)
    - EnemyFinalBoss ▮▮▮▮▮ (Don't look Top secret information)
- Base Object
    - WavePointHolder
        - This is meant to hold all of the waypoints for the bully and NPCs so that they can walk around.
    - Apple
        - The first test of adding the 2D pixel art assets   into the game.
    - Cafeteria Environment
        - All of the 2D pixel assets and other objects that have been placed in the Cafeteria.
    - Math Class Assets
        - All of the 2D pixel assets and other objects that have been placed in the Math class.
    - ScienceClassAssets
        - All of the 2D pixel assets and other objects that have been placed in the Science class.
    - EnglishClassAssets
        - All of the 2D pixel assets and other objects have been placed in the English class.
- Base Equip
    - BaseStudentGear (pick-up-able, throwable)
    - BasePencilWeapon (pick-up-able, throwable, spits gold coins with key)
    - ObjectGoldCredit (cha-ching!)
    - ObjectKey (pick-up-able, throwable)
- Structures
    - Walls of building
        - Used to demonstrate what is a playable area.
    - Tables/Chairs
        - Allows the players and enemies to have some challenges in moving around the area. And makes each room more unique
    - Locker
- BaseInteractable
InteractableGameItem

ART

OH HELLO THERE

STYLE ATTRIBUTES

As you have probably noticed by now, saturated colours are our JAM... and the butter in our toast, too.

Colours such as red, blue, and deep purple consistently throughout the game to remind ourselves that schools can indeed have a pop of colour instead of being gray and… darker gray. We want the user to feel more excited through these colours as the luminance of this palette calls for adventure!... In Maths class... Yay...

YAY!

COLOR PALETTE

	#000000
#836692	#836692
#FC7986	#FC7986
#FED1B0	#FED1B0
#C41A00	#C41A00
#FB691A	#FB691A
#FEB43B	#FEB43B
	#FFFFFF
#002243	#002243
#025672	#025672
#6AAEB7	#6AAEB7
#C1DCE1	#C1DCE1
#D24C4E	#D24C4E
#D68F59	#D68F59
#FD2C0D	#FD2C0D
#ECB47B	#ECB47B
#FAF1C8	#FAF1C8
#313242	#313242
#465D86	#465D86
#86ADB8	#86ADB8

COLOR PALETTE

Black outline for main character to stand out.

- DETAILED
- QUIRKY AND FUN TO LOOK AT
- DIVERSE IN RANGE OF BODY STYLE BUT CONSISTENT IN COLORS, SHADING AND OUTLINE

SHADING BLENDING MODES

SHADOWS
- color burn
- saturation

HIGHLIGHTS
- screen
- soft light

GENERAL KENOBI

DIMENSIONAL HUES TO APPEAR LESS 2D.

MAIN CHARACTER [DIGIT]

CONCEPTS BY NORMA RODRIGUEZ

Description: Androgynous student who carries around a Pencil (weapon) that works surprisingly well against the enemies that they will face in the quest through the school

Placement: ~everywhere~

Mood: heroic but quirky

Colour Theme: Blue hues for hair. Orange for clothes and black gray for pants. Black outline and details.
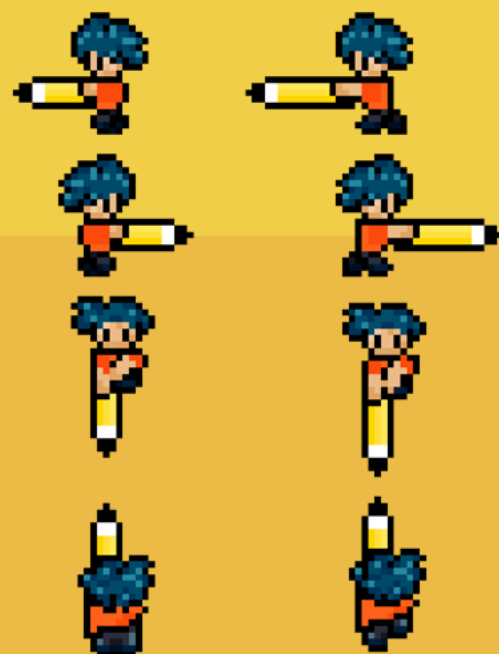
Mechanics

Location

MEI... YOU?

SPRITE SHEET

FUN FACT

This was the very first itaration of the design of the main caharcter. The first draft done in Aseprite... I think it's fair to say that we've come a LONG way.
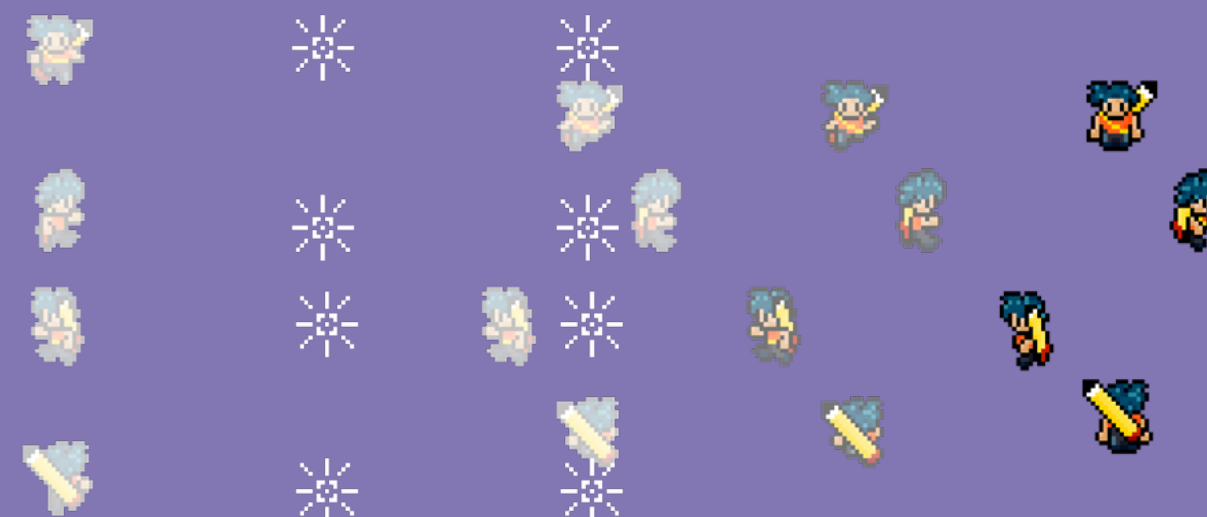
ATTACKS
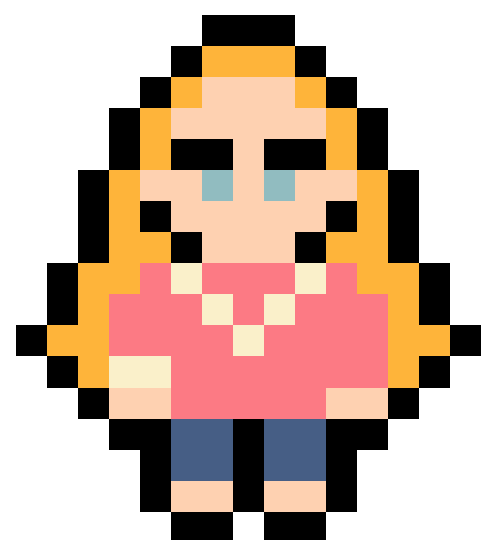
JAB

SWING
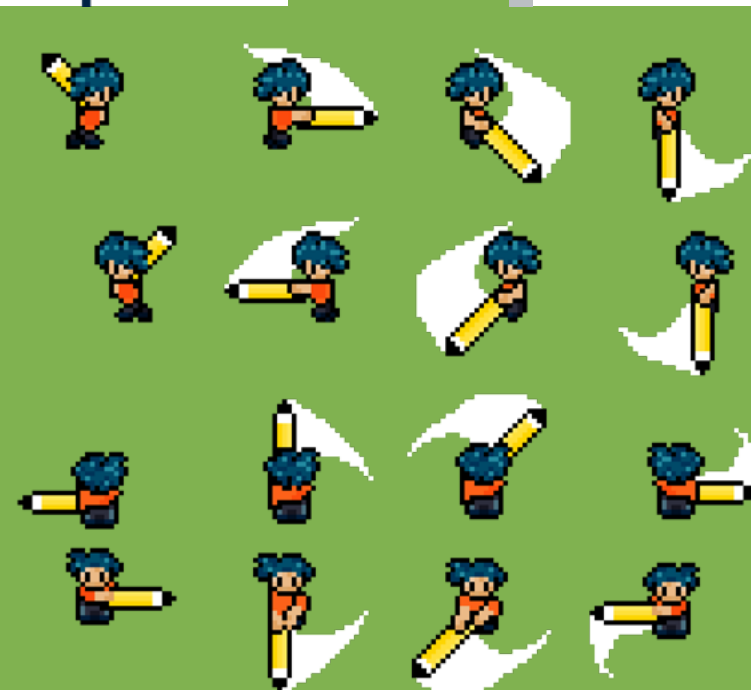
SHIELD

I CAN (AND WILL) DESTROY YOU:)

DASH

WIND-UP JAB

CONCEPTS BY NORMA RODRIGUEZ

ROAMING ENEMIES

BULLIES

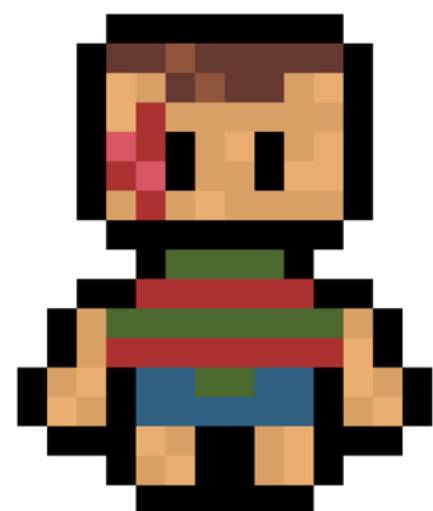**PEOPLE DON'T KNOW HOW TO BEHAVE SMH**

Description: Older than player. Stereotypical mean girl look.
Placement: Hallways
Mood: Mean, Agressive
Colour Theme: Pink and yelloW.

Audio
Mechanics
Location

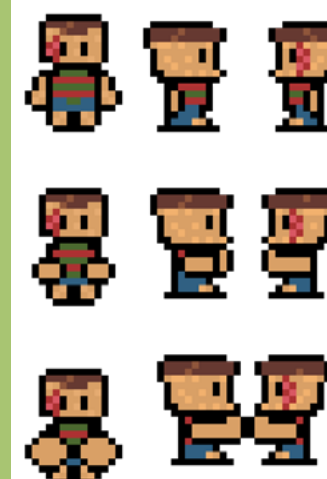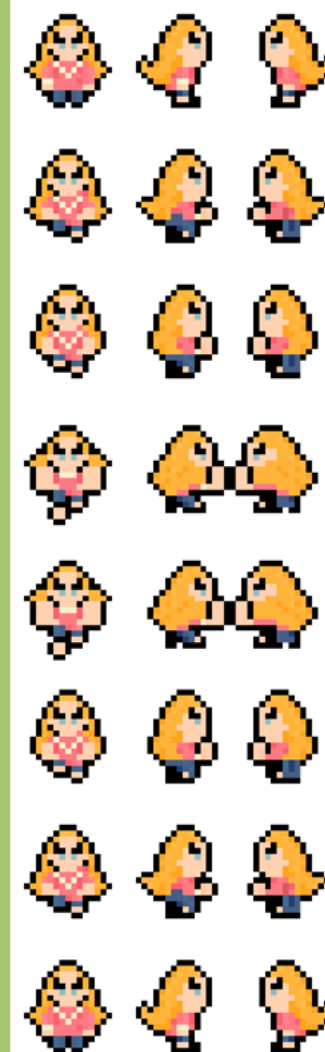CONCEPT BY MARIA PILLITTERI

Description: Larger than player. Scary looking guy with a scar in the side of the eye
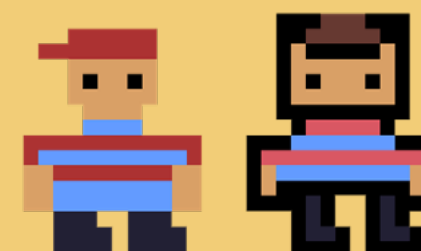**Placement:** Hallways
Mood: Agressive
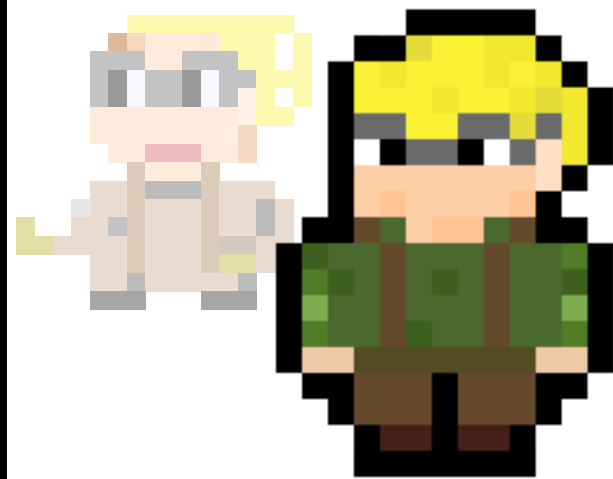**Colour Theme:** Red, green and brown.

Audio
Mechanics
Location

CONCEPT BY MITCH KOGAN

FIRST ITERATIONS

BASIC ENEMIES

WOODSHOP STUDENTS

Description: Similar to player, holds a wood plank
Placement: Woodshop
Mood: Curious
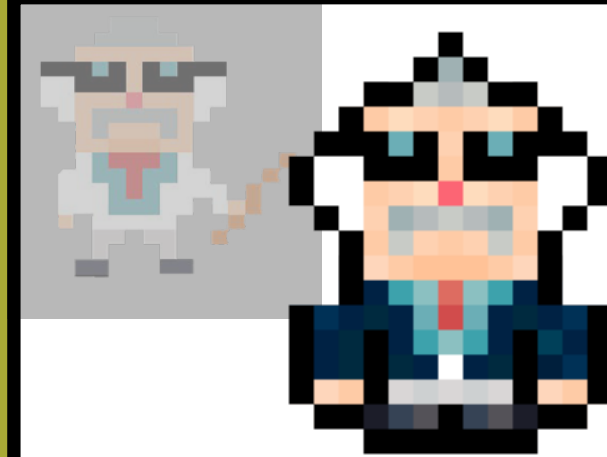**Colour Theme:** Yellow-Grey-Brown

Audio
Mechanics
Location

CONCEPT BY DANIEL ZHANG

FROG

Description: Cute frogs that will absolutely try to kill you.
Placement: Science Class
Mood: Cute, deadly
Colour Theme: Yellow-Green

Audio
Mechanics
Location

CONCEPT BY DANIEL ZHANG

TEACHER

Description: Basic old-looking professor holding a wood stick
Placement: Tutorial?
Mood: Neutral, grumpy
Colour Theme: Array of blue and grays

Audio
Mechanics
Location

CONCEPT BY MINHAL ENAM

MINI BOSSES

SCIENTIST

Description: Lab coat scientist who holds a throwable tincture in their hand
Placement: Science Class
Mood: Ambitious, clumsy
Colour Theme: White-Grey-Blue-Black

Audio
Mechanics
Location
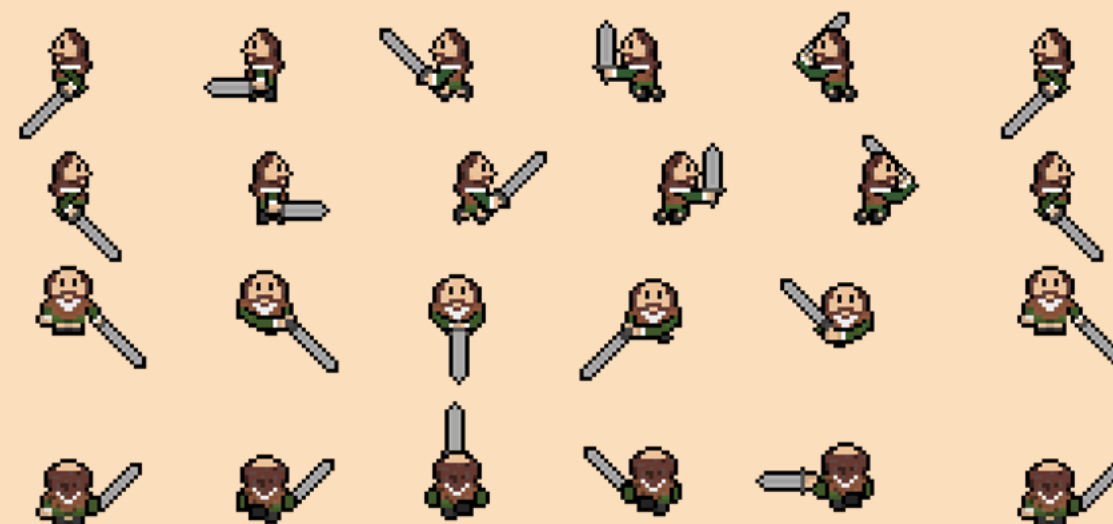
CONCEPT BY DANIEL ZHANG

WILLIAM SHAKESPEARE

Description: Based on William Shakespeare, he switches between holding throwable skulls to a sword
Placement: Literature Class
Mood: Chill
Colour Theme: Brown-Grey-Black (Monochromatics)

Audio
Mechanics
Location

CONCEPT BY AMRIT SOOKLAL

CAFETETERIA LADY

FINAL BOSS

CAFETERIA LADY

CONCEPT BY MARIA PILLITTERI

Description: The one person that gives you food.
Placement: Cafeteria
Mood: Friendly, amicable, nice.
Colour Theme: Blue, yellow, white, brown.

Audio
Mechanics
Location

PROFESSOR/ FINAL BOSS

Description: Can hold skulls or tinctures to throw; or can hold a sword
Placement: Exam room
Mood: Clever, Calculating, Threatening
Colour Theme: White, Blue, Black, Red, Purple, Grey

Audio
Mechanics
Location

CONCEPT BY MARIA PILLITTERI
FINAL BY NORMA RODRIGUEZ

The final boss has every character at-tack ~~(given how academia grips you and slaps you with all its got until you become a shell of yourself)~~ giving the player a last tough final round.

TURNAROUND

SHAKESPEARE SWORD SWING

SCIENTIST TINCTURE THROW

WOODSHOP'S PLANK SWING

EXTRA ASSETS

WHO DAT?

The original design for the boss (the one CONFIDENTIAL through the GDD and the months of development) is an insert of our Profes-sor- Aaron Mauro. He inspired us and guided us through this entire process and we want-ed to say thank you in more ways than one... Like having him beat the holy spirit out of us in the final round.

Thank you, Aaron.
   - DFTC (2021- 2022)

AARON MAURO
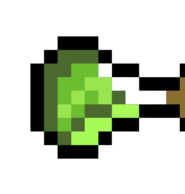
ITEMS

Name: Pizza
Description: A flying pizza that actually increases the main character's stats
Price: $15
Placement: Cafeteria
Mood: Helpful, beneficial
Colour Theme: Yellow-Red-Brown

Location

Name: Fries
Description: Packet of fries (Very deep fired, much grease)
Price: $10
Placement: Cafeteria
Mood: Helpful
Colour Theme: Yellow-Red-Brown

Location

Name: Apple
Description: Ruby Red Apple
Price: $5
Placement: Cafeteria
Mood: Healthy, helpful
Colour Theme: Green-Red-Brown

Location

Name: Apple Juice
Description: Apple juice box with a straw
Price: $5
Placement: Cafeteria
Mood: Healthy, helpful
Colour Theme: Grey-Brown

Location

Name: Soda
Description: Can ~~of a questionable liquid~~ soda
Price: $10
Placement: Cafeteria
Mood: Helpful, energizing
Colour Theme: Grey-Red-Black

Location

Name: Energy Drink
Description: Can of Gogo Juice
Price: $15
Placement: Cafeteria
Mood: Helpful, energizing
**Colour Theme:** White-Grey-Blue-Red

Location

INTERACTABLES

Name: Notes
Description: Lined paper notes with "handwritten tips"
Placement: ~everywhere~
Mood: Helpful
**Colour Theme:** White-Grey-Brown-Black

Mechanics
Location

Name: Open Lockers
Description: Looks like a locker but with an open door
Placement: Hallways
Mood: Ever-present, neutral
Colour Theme: White-Grey-Indigo-Black
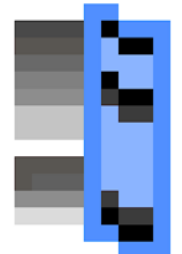
Mechanics
Location

Name: Lunch Station
Description: Rounded station with different food displayed. Cashier stands behind the counter
Placement: Cafeteria
Mood: Helpful
Colour Theme: dark-red and purple
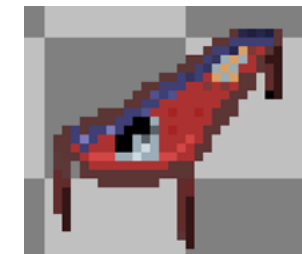
Mechanics
Location

Name: Vending Machine
Description: School vending machine with options displayed through the glass
Placement: Cafeteria
Mood: Helpful
Colour Theme: Grey-Black, various colors for items

Mechanics
Location

Name: Blackboard
Description: chalk blackboard that activates quizzes. Yikes!
Placement: Classrooms
Mood: Unassuming at first, but something the players are bound to fear
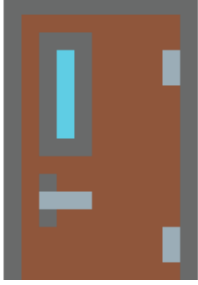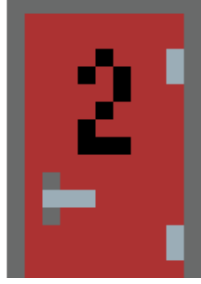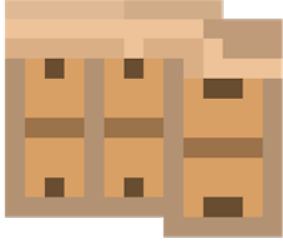**Colour Theme:** brown and green with white writing

Mechanics
Location

Name: Shakespeare's Play
Description: Special quiz book left from Shakespeare himself!
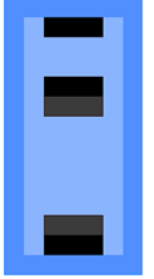**Placement:** Literature Class
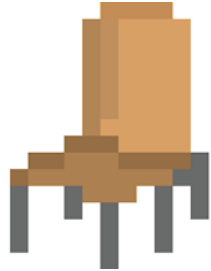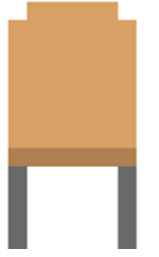**Mood:** Scary
Colour Theme: brown and white

Mechanics
Location

Name: Door
Description: It's a door; I don't know what else to say about it
Placement: ~everywhere~
Mood: Static, intriguing
Colour Theme: Brown with blue window

Mechanics
Location

Name: Exam Door
Description: It's a door, but scarier and bigger
Placement: Cafeteria
Mood: Static, intriguing
Colour Theme: Red and dark silver, black number

Mechanics
Location

Name: Woodshop Machines
Description: Cutting wood, sanding wood, nails
Placement: Woodshop
Mood: Static
Colour Theme: Wood neutral tones

Mechanics
Location

Name: Paint Buckets
Description: Buckets of paint for the wood. Industrial looking, this isn't art class
Placement: Woodshop
Mood: Neutral
Colour Theme: Various colors, depending on the paint inside

Mechanics
Location

YES, THERE ARE STILL MORE

ENVIRONMENT

Name: Posters
Description: You'll see these encouraging posters all around the school! They will always be there to support you, in a way only a vaguely worded poster can
Placement: ~everywhere~
Mood: Humorous
Colour Theme: Red and Blue (subject to change)

Location

Name: Closed Locker
Description:
Placement: Hallways
Mood: Neutral, ever-present
Colour Theme: Grey-Blue/Idigo-Black

Location

Name: Plants
Description: various plants that would be found in the main areas and in some classrooms
Placement: Hallways
Mood: Visually appealing
Colour Theme: Yellow-Green-Brown

Location

Name: Cafeteria Tables
Description: Tables that would be found in the cafeteria where students would meet and eat
Placement: Cafeteria
Mood: static
Colour Theme: Brown

Location

Name: Chairs General
Description: Chair that could be found in the classrooms such as the math or science classrooms
Placement: Classrooms
Mood: static, clumsy
Colour Theme: Grey-Brown

Location

Name: Chairs Front View
Description: Front view of the same chair above that would be used in classrooms
Placement: Classrooms
Mood: static, clumsy
Colour Theme: Grey-Brown

Location

Name: Chairs SideView
Description: Side view of the same chair above that would be used in classrooms
Placement: Classrooms
Mood: Static, clumsy
Colour Theme: Grey-Brown

Location

Name: Square Desks
Description: Square desks in math classrooms
Placement: Math
Mood: Static, useful, bulky
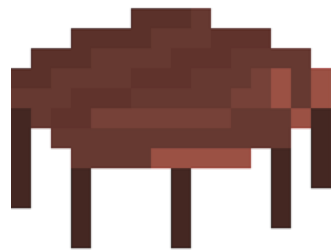**Colour Theme:** Yellow-Brown

Location

Name: Circle Desk
Description: Round desk that would be found in the literature class
Placement: Literature
Mood: clumsy, bulky, static
Colour Theme: Brown

Location

Name: Work Stations
Description: Large and wide wood desk
Placement: Woodshop
Mood: Bulky
Colour Theme: Wood neutral tones

Location

Name: Lab Stations
Description: Metal rectangular desks
Placement: Science Class
Mood: static, bulky
Colour Theme: Grays

Location

Name: Teacher's Desk
Description: A bigger, comfier and much nicer desk than any student will ever get
Placement: Math Class
Mood: Executive, regal
Colour Theme: rich browns, mahogany top, oak veneers, brass knobs
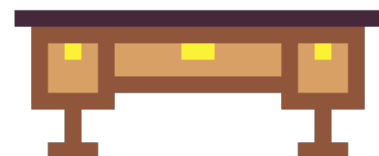
Location

Name: Whiteboard
Description: Whiteboard on a classroom, unused but taunting you to scribble
Placement: Science Class & Literature Class
Mood: Moveable, taunting
Colour Theme: White and grey with coloured writing
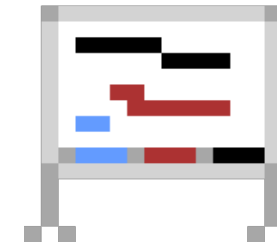
Location

Name: Test Tubes
Description: Sciency bottles, probably some dangerous chemicals inside...
Placement: Science Class
Mood: Could be helpful, could be dangerous
Colour Theme: Red,Blue,Purple
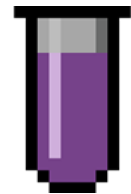
Location

Name: Bookshelves
Description: All the English class essentials, Shakespeare… other books… books
Placement: Literature Class
Mood: Helpful, bulky
Colour Theme: Red,Green, yellow, Blue, brown

Location

Name: Math Posters
Description: The cheesy math puns and motivational quotes, you know the ones
Placement: Math Class
Mood: Fun, quirky, educational
Colour Theme: Yellow, red, blue
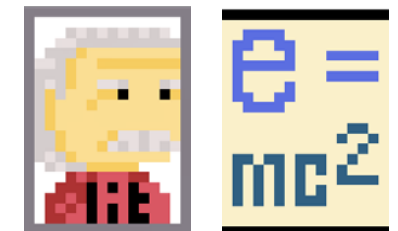
Location

Name: Trashcan & Trash
Description: Paper balls and aluminum cans.
Placement: Everywhere
Mood: Helpful & messy
Colour Theme: Grays and whites

Location

Name: Bathroom Doors
Description: Doors that give placement to the bathrooms.
Placement: Hallways
Mood: Helpful
Colour Theme: Pink and yellow
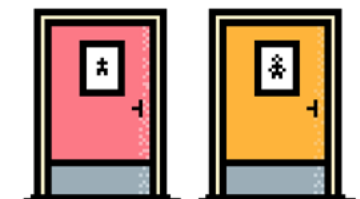
Location

Name: Woodshop Paint Assembly
Description: Paint station
Placement: Woodshop Class
Mood: Creative
Colour Theme: Red, blue and yellow.

Location

Name: Jerseys
Description: Sport-wear
Placement: Gym
Mood: Prideful
Colour Theme: All colors

Location

Name: Abacus
Description: Counting tool
Placement: Math
Mood: Difficult
Colour Theme: Brown and RGB's
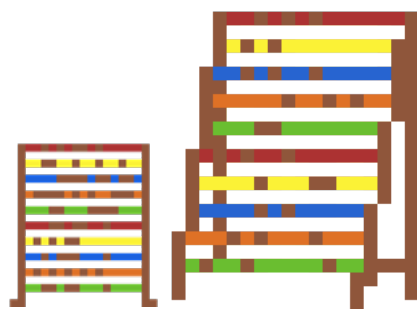
Location

Name: Woodshop Saw Table
Description: Utility tool
Placement: Woodshop
Mood: Useful, dangerous
Colour Theme: Brown and grays

Location

Name: Wall Mural
Description: Painted wall
Placement: Gym
Mood: Cheerful
Colour Theme: Blue, red and yellow

Location

Name: Banners
Description: Sport cheer
Placement: Gym
Mood: Cheerful
Colour Theme: Red and white

Location

Name: Backpack
Description: Carrying tool
Placement: Classrooms
Mood: Helpful
Colour Theme: Pinks and yellows

Location

Name: Clock
Description: Numerical indicator of time
Placement: Everywhere
Mood: Helpful, anxiety-inducing
Colour Theme: Neutrals

Location

Name: Tool Assembly Station
Description: Tools on top of table
Placement: Woodshop
Mood: Dangerous, useful
Colour Theme: Brown and RGB's

Location

Name: Water Fountain
Description: Station to refill waterbottles
Placement: Hallways
Mood: Moist, wet, hydration
Colour Theme: Grays and Blues

Location

Name: Janitor's Cart & Banana Peel
Description: Cleaning cart and garbage to clean
Placement: Hallways
Mood: Clean and dirty
Colour Theme: yellows

Location

NICE.

AUDIO

THE
SOUNDTRACK
OF MY LIFE

AUDIO
STYLES/THEMES

The audio of Don't Fail The Course is based around its pixel art / retro aesthetic while still maintaining the quality available to us in the modern age. Causing the music to lean more towards its retro-era influence and the sounds based around more high-quality samples. The music queues will be a mix of ambient tracks interchanged with the appropriate combat / event music played during fights or in class.

AUDIO ASSETS

APPLE JUICE- DRINK ITEM

Asset: Apple Drink
Desc: Yummy Slurp
Style: Sound Effect Food

APPLE- EAT ITEM

Asset: Apple Eat
Desc: Slurp and Chomp
Style: Sound Effect Food

BEAKER BREAKING

Asset: Glass Beaker Breaking (3)
Desc: Various Levels Of Fiz
Style: Sound Effect Enemy

BLACKBOARD INTERACT

Asset: Black Board Interaction
Desc: Writings on the wall
Style: Sound Effect Writing

BUYING ITEM

Asset: Sound When Item Is Paid For (3)
Desc: Sound of Cash Register and Coins
Style: Sound Effect Money

CASH PICK UP

Asset: Cash Pick Up Sound (2)
Desc: 2 Variations Of Picking Up Coins
Style: Sound Effect Money
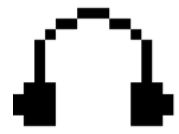
CLICK

Asset: Click (1) (1)
Desc: One For Open, One For Close
Style: Sound Effect UI

ENERGY DRINK- DRINK ITEM

Asset: Energy Drink
Desc: Fizzy Drinky
Style: Sound Effect Drink

FINAL BOSS- SWING WOODPLANK

Asset: Plank Swing
Desc: Swoosh
Style: Sound Effect Combat

FINAL BOSS- SWORD SWING ATTACK

Asset: Shakespeare Swing
Desc: Slash
Style: Sound Effect Combat

OPEN DOOR

Asset: Door Open
Desc: Mundane Sounds
Style: Sound Effect Interaction

FEMALE BULLY (ROAMING ENEMY)- SHOVE

Asset: Shove
Desc: Pushy Push
Style: Sound Effect Combat

FINAL BOSS- TINCTURE THROW AT-TACK

Asset: Beaker Throw/ Impact
Desc: Swoosh
Style: Sound Effect Combat
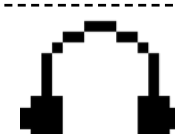
FRIES- EAT ITEM

Asset: Pizza Eat
Desc: Yummy Potato
Style: Sound Effect Food

FEMALE BULLY (ROAMING ENEMY)- TAKING DAMAGE

Asset: Damage
Desc: Level Down
Style: Sound Effect Combat

FEMALE BULLY (ROAMING ENEMY)- PASSERBY DIALOGUE

Asset: Speech
Desc: Speech Talk
Style: Sound Effect Speech
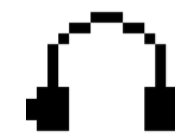
FROG (BASIC ENEMY)- HOPS 4/ LEAP ATTACK

Asset: Frog Hop
Desc: Hoppity Hop
Style: Sound Effect Combat

FROG (BASIC ENEMY)- TAKING DAMAGE

Asset: Frog Die
Desc: Level Down
Style: Sound Effect Combat

FINAL BOSS- DIALOGUE

Asset: Boss Speech
Desc: Low Voice Talk
Style: Sound Effect Speech

FINAL BOSS- SKULL THROW ATTACK

Asset: Beaker Throw
Desc: Hollow Swoosh
Style: Sound Effect Combat
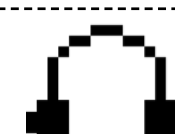
INVENTORY OPEN

Asset: Inventory Open Sounds (3)
Desc: Mostly Zippers, One Non-Zipper
Style: Sound Effect UI

INVENTORY CLOSE

Asset: Inventory Close Sounds (5)
Desc: Mostly Zippers, One Non-Zipper
Style: Sound Effect UI
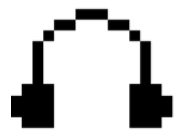
LUNCH STATION- INTERACT WITH LUNCH STATION

Asset:
Desc: Interactive Stations
Style: Sound Effect Interaction
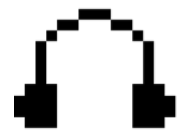
MAIN CHAR- DASH

Asset: Dash Sounds (3)
Desc: Fast Woosh
Style: Sound Effect Movement

PAPER / NOTE

Asset: Paper Sounds (3)
Desc: Picking Up A Piece Of Paper
Style: Sound Effect Exploration

OPEN LOCKER- INTERACT

Asset: Lockers
Desc: Rusty
Style: Sound Effect Interaction

MAIN CHAR- JAB

Asset: Hit
Desc: Jabbity Jab
Style: Sound Effect Combat

MAIN CHAR- SHIELD

Asset: Block
Desc: Pencil Shield
Style: Sound Effect Combat

PIZZA- EAT ITEM

Asset: Pizza Eat
Desc: Yum Chomp
Style: Sound Effect Food
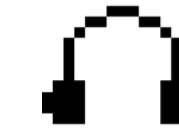
PROF (ROAMING ENEMY/ TUT)- SWING

Asset: Swing
Desc: Teacher with a stick
Style: Sound Effect Combat

MAIN CHAR- SLASH

Asset: Swipe
Desc: Slashity
Style: Sound Effect Combat

MAIN CHAR- WIND UP JAB

Asset: Charge Up Attack
Desc: Touchy
Style: Sound Effect Combat
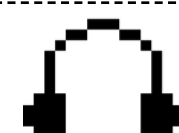
SCIENTIST (MINI BOSS) - ROOM INTRO DIALOGUE

Asset: NPC Loops
Desc: Loud and Intimidating
Style: Sound Effects Room
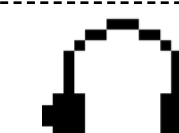
SCIENTIST (MINI BOSS) - TINCTURE

Asset: Beaker Throw
Desc: Glass
Style: Sound Effect Combat

MALE BULLY (ROAMING ENEMY)- SHOVE

Asset: Shove
Desc: Push Slide
Style: Sound Effect Combat

MALE BULLY (ROAMING ENEMY)- PASSERBY DIALOGUE

Asset: Npc Loops
Desc: Speech Text
Style: Sound Effect Dialogue

YES, THERE ARE STILL MORE 2.0

SCIENTIST (MINI BOSS) - TINCTURE THROW ATTACK

Asset: Beaker Break
Desc: Glass Throw
Style: Sound Effect Combat

SHAKESPEARE (MINI BOSS)- ROOM INTO DIALOGUE

Asset: NPC Loops
Desc: Speech
Style: Sound Effect Dialogue

WOODSHOP STUDENTS (BASIC ENEMY)- SWING WOODPLANK

Asset: Plank Swing
Desc: Muffled Swing
Style: Sound Effect Combat
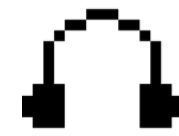
WOODSHOP STATION (WOOD CUTTER)- USE STATION

Asset: Saw Interaction
Desc: Use Station
Style: Sound Effect Quiz

SHAKESPEARE (MINI BOSS)- SKULL IMPACT

Asset: Beaker Break
Desc: Crackalacking
Style: Sound Effect Combat

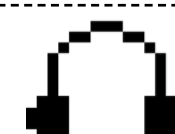### SHAKESPEARE (MINI BOSS)- SKULL THROW ATTACK

Asset: Beaker Throw
Desc: Hollow Swoop
Style: Sound Effect Combat

## SOUNDTRACK

AMBIENT #1 (HALLWAY THEME)

Asset: "Hallway Theme.wav"
Mood: Vibe & Cheerful
Style: Hallway/Ideal Theme
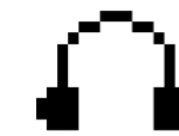
AMBIENT #2 (HALLWAY THEME #2)

Asset: "Walk Around Theme.wav"
Mood: Ideal & Hopeful
Style: Walk Around Theme

SHAKESPEARE (MINI BOSS)- SWORD SWING ATTACK

Asset: Slash
Desc: SwingSwang
Style: Sound Effect Combat

SHAKESPEARE'S PLAYBOOK- PICK UP ITEM

Asset: Click
Desc: Book
Style: Sound Effect Interaction

LOBBY

Asset: "Lobby Music.wav"
Mood: Upbeat & Exciting, Lobby
Style: Lobby music

MAIN MENU

Asset: "Main Menu Theme.wav"
Mood: Energetic & Whimsical
Style: Main Menu Music

STATIC DIALOGUE- TEXT BOX

Asset: NPC Loops
Desc: Box with Text
Style: Sound Effect Dialogue

VENDING MACHINE- INTERACT WITH VENDING MACHINE

Asset: Cick
Desc: Food an Drinks
Style: Sound Effect Interaction
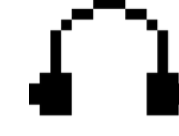
GENERAL COMBAT

Asset: "Battle Theme.wav"
Mood: Action & Tense
Style: Background for combat
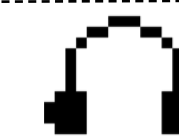
FINAL BOSS COMBAT

Asset: "Boss Fight Theme.wav"
Mood: Fast pace & Fighting
Style: Event sound for Boss fight

BULLY COMBAT

Asset: "Bully Theme.wav"
Mood: Nervous & Upbeat
Style: Event sound for Bully in-
teractions

THE PLAN OF
MY BIRTH LIES
AHEAD

PRODUCTION PLAN

General pre-production began with full team brainstorm sessions in order to develop the base ideas for the game. From there, the team was split into 4 departments: Development, Art, and Narrative/Audio, and Organization.

The first 3 months of development were spent in pre-production. Each team did research and concept planning to get familiar with their specific tasks. In general, Mondays were started off with a SCRUM meeting to set expectations for the upcoming week. Friday would be the day to reflect on all the progress made by the group that week. We are currently at our Alpha stage, which includes all the main animations and environment art (other than Boss), dynamic UI, combat mechanics (other than Boss room), puzzle mechanics (other than Boss room and Woodshop room), background music, and preliminary sound effects.

Working towards the Beta, we have split out scope priorities into two sections: Alpha and Beta. The team will be using the help of the other group or volunteer play-testers to gather feedback for what needs to be changed or point out any bugs that went unnoticed. By the Beta we hope to be able to implement the Boss room, finalize the woodshop room, set up a door blocking system and, as forementioned fix any remaining bugs. As we move forward, we will constantly be reevaluating our scope to determine what is the most reasonable result for our Beta.

GANTT CHART

🟨 Milestone

TEAM + TASKS	MONTH	SEP	OCT				NOV					DEC		JAN				FEB				MAR				APR	
	WEEK	27	4	11	18	25	1	8	15	22	29	6	8	10	17	24	31	7	14	21	28	7	14	21	28	4	8
DEVELOPMENT																											
Establish GitHub Repositories																											
Research Mechanics & Patterns																											
Defined UI Map																											
Import 2D Assets into Unity																											
Scaling Sprites																											
Mini Map & Class Schedule UI																											
Basic Scene Tutorial																											
First Version of Main UI																											
White box with Player movement and Camera																											
READMe File GitHub																											
Proof of Concept Research																											
Begin Version 0.1																											
Dash Mechanic, Enemy, Attack-Whitebox																											
Unity UI Research Period																											
Base Environment																											
Rework Comment System and Variables (Unity, Scripts)																											
Bully AI and Basic Combat																											
Merge Github Branches																											
Research and Learning Period																											
Refine Mechanics, create systems																											
Begin Production																											
Creating Scripts																											
Narrative/Text Into Game																											
Create More UI																											
Creating Enemytypes																											
Cafeteria Interactables																											
Develop Secondary Sound List																											
Import Sounds (Scripts, game)																											
Creating Detail in Rooms																											
Alpha Testing																											
Record bugs, improvements, feedback																											

68 ... **69**

TEAM + TASKS	MONTH	SEP	OCT				NOV					DEC		JAN				FEB				MAR				APR	
	WEEK	27	4	11	18	25	1	8	15	22	29	6	8	10	17	24	31	7	14	21	28	7	14	21	28	4	8
DEVELOPMENT																											
Feedback Work Sessions																								▬			
Begin Beta Development																							▬▬		▬🟨	
Implement Feedback																								▬		
Refine Music For Final Draft																									▬	
Finish Sound List In GDD																									▬🟨	
Beta (Final) Release Due																										🟨
NARRATIVE/ AUDIO																										
Rough Storyline						▬▬▬▬																				
NPC Dialogue Research Document								▬																		
Black Boards Draft									▬																	
Full NPC Dialogue Outline										▬																
Final Story Outline											🟨															
Collectable Awards Final Draft														▬▬											
Collectable Story Notes Final Draft																▬									
Interaction Prompts																	▬▬								
Mechanical Notes Final Draft																			▬						
Construction Room Instructions Final Draft																				▬					
Black Boards Tips Final Draft																					▬▬				
Poster Descriptions Final Draft																						▬▬🟨			
ART																										
Pixel Art Style Research			▬▬▬▬																							
Team Base Strengths						▬																				
Define Production Pipeline						▬																				
Define Artistic Direction							▬▬▬																			
Drafts: Color Palettes								▬																		
Final: Color Palettes									▬																	
Drafts: Concept Art- Characters								▬																		
Drafts: Concept Art- Assets							▬▬																			
Drafts: Concept Art- Environment								▬																		
Asset, Color Palette, & Character Concept								▬▬▬																		
Concept Art Clean up									▬▬																	
Environment Concepts										▬																
Sprite Sheet Research									▬▬																	

TEAM + TASKS	MONTH	SEP	OCT				NOV					DEC		JAN				FEB				MAR			APR	
	WEEK	27	4	11	18	25	1	8	15	22	29	6	8	10	17	24	31	7	14	21	28	7	14	21	28	4	8

ART

- Draft: Main Spite Sheet
- Character Turnaround
- Final: Main Sprite Sheet
- GDD Graphics- Style Attributes
- Research Period (Break)
- Team Art Critique Meetings
- Rework of Past work
- Sprite Sheet for Characters
- Animation Research Period
- Individual Room Assets
- Boss Specific Design
- Boss Specific Srite Creation
- Final Environmental Assets

ORGANIZATION

- Notion Test Page
- Notion Updates
- Core Experiences
- Gantt Chart in Notion
- GDD Document Planning
- SCRUM
- Lieutenants Meetings
- Gantt Chart (GC) Preliminary
- GC Tasks Art (Dec)
- GC Tasks Development (Dec)
- GC Tasks Narrative (Dec)
- GC Tasks Organization (Dec)
- GDD Review with Aaron
- Feedback Re-work
- GC Tasks Narrative (All)
- GC Tasks Development (All)
- GC Tasks Art (All)
- GC Tasks Organization (All)
- Production Plan Paragraph (a+b)
- InDesign GDD Upgrade
- GDD Updates + File Organization