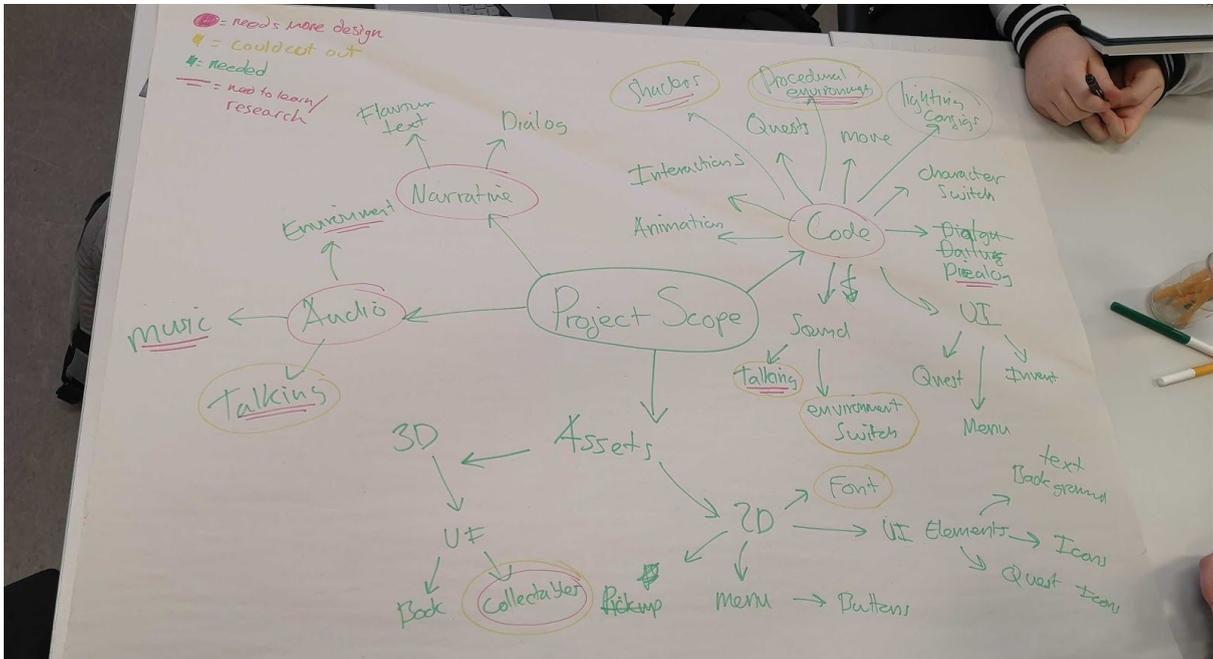


Project Scope



Code

Needed (And we can do)	Design/Learn	Could Cut Out
Quests	Dialogue	Shaders
Interactions	Talking (Sound)	Procedural Environments
Movement	Shaders	Talking
Animation (Code)	Procedural Environments	Environment Switch (Sound)
Character Switch		
UI (Quest, Menu, Inventory)		
Environment Switch (Sound)		

Independant Assets: Interactions, Movement, Character Switch, UI (Quest, Menu, Inventory), Environment Switch (Sound), Talking (Sound), Shaders, Procedural Environments

Non-Independent (and what they need):

Quests - Narrative, level design

Animations (Code) - Need the character and rig

Dialogue - Narrative Dialogue needs to be set in stone

Assets

-2D Assets UI

Needed (And we can do)	Design/Learn	Could Cut Out
Text boxes	Font (Creating own)	Font (Creating own)
Quest items		
Icons		
Buttons		
Menu		

Independant Assets: text boxes, quest items, icons, buttons, font

--3D UI Assets

Needed (And we can do)	Design/Learn	Could Cut Out
Book		Collectibles

Independant Assets: Book, Collectibles

-3D Assets

Needed (And we can do)	Design/Learn	Could Cut Out
Coral		
Rocks		
Seaweed		
Shells		
Fish		
Slug house		
Slug garden (fence, flowers, spade)		

Geometry: Coral Rocks, Coral(With variations), Seaweed, Bioluminescent Foliage, Shells, Rocks, Crystals, Fish, Kelp, Slug House, Slug Garden(fence?, spade? etc), Pickups, Book, Terrain Assets (Hills, Mounds, Stalagmites, Stalactites, Trench Walls), Bones/Fossils

Slug Home Assets: Building, Furniture (Tables, Chairs, Stairs, Bookshelves etc.)

Characters: Sea Slug, Manta Ray, Angler fish?

Textures: Sand, Cliff rock, Pebbles?, Kelp flooring/ Dirt, bones, sandstone, wood, shell, coral, kelp

House: red metal,

Particles: Fish, ocean camera particles?, falling kelp? sand ripples?

Shaders: Main solid, Main tessellation, Sand, Seaweed, Live Coral, Book item shader.

Other: Ocean Sky-box.

Note: Make assets from start of map first

Audio

Needed (And we can do)	Design/Learn	Could Cut Out
	Music	Talking
	Environmental	

Independant Assets: Music, Talking

Non-Independent (and what they need):

- **Environmental Sounds:** Needs sound recording

Narrative

Needed (And we can do)	Design/Learn	Could Cut Out
Flavour Text		
Dialogue		

Independant Assets: Flavour Text, Dialogue

Reduced scope: To create a vertical slice showcasing the first area of the game, focusing on the first main quest in which Aurora (the sea slug) has to wake up Meryl (the manta ray) who is blocking her path.