# Created with Free Edition



## Storywriting

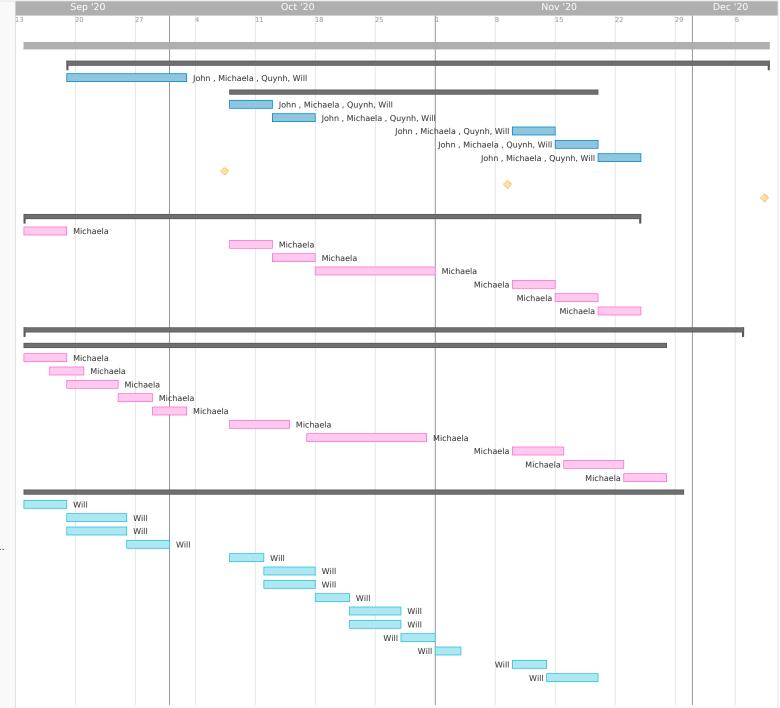
Write tutorial dialogue Write area #1 dialogue Write area #2 dialogue Write villager dialogue Write area #3 dialogue Write area #4 dialogue Write win/lose dialogue

### Art Assets UI Design

Design main menu screen Design persistent player UI Design inventory display Design planting menu Design dialogue boxes Design save (journal) screen Design battle display Design game over screen Design plant encyclopedia Design win screen

### Game Art

Create player sprite Create main hub environment Create tree god Create tutorial inventory items & p... Create area #1 environment Create area #1 monsters Create area #1 items & plants Create area #2 environment Create area #2 monsters Create area #2 items & plants Create area #2 items & plants Create village environment Create villagers Create area #3 environment Create area #3 monsters





Create area #4 environment Create area #4 monsters Create area #4 items & plants **Game Animations** Animate player sprite Animate area #1 monsters Animate area #2 monsters Animate villagers Animate area #3 monsters Animate area #4 monsters **Audio Assets** Background Music

Create area #3 items & plants

Decide on main menu screen music Decide on main hub music Decide on area #1 music Decide on battle music Decide on boss battle music Decide on game over screen music

Decide on area #2 music Decide on village music Decide on area #3 music Decide on area #4 music Decide on win screen music

#### Sound Effects

Create battle sound effects Create action sound effects Create menu sound effects

## Game Development

Environment Constraints Develop entity movement Ensure interaction and collision for... Develop area transition system Ensure interaction and collision for... Ensure interaction and collision for... Ensure interaction and collision for... Ensure interaction and collision for...

#### **Backend Functionality**

Create main menu screen Develop inventory system Develop planting system Develop dialogue interaction syst... Tie together tutorial elements Develop save system Develop sleep system Create game over screen

