

## CAP4053: Game Dev

### Game Planning

Plan tutorial

### Planting Puzzle Design

Design planting puzzles for area #1

Design planting puzzles for area #2

Design planting puzzles for area #3

Design planting puzzles for area #4

Plan random villager requests

First Playtest

Second Playtest

Game Completion

### 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 village environment

Create villagers

Create area #3 environment

Create area #3 monsters





