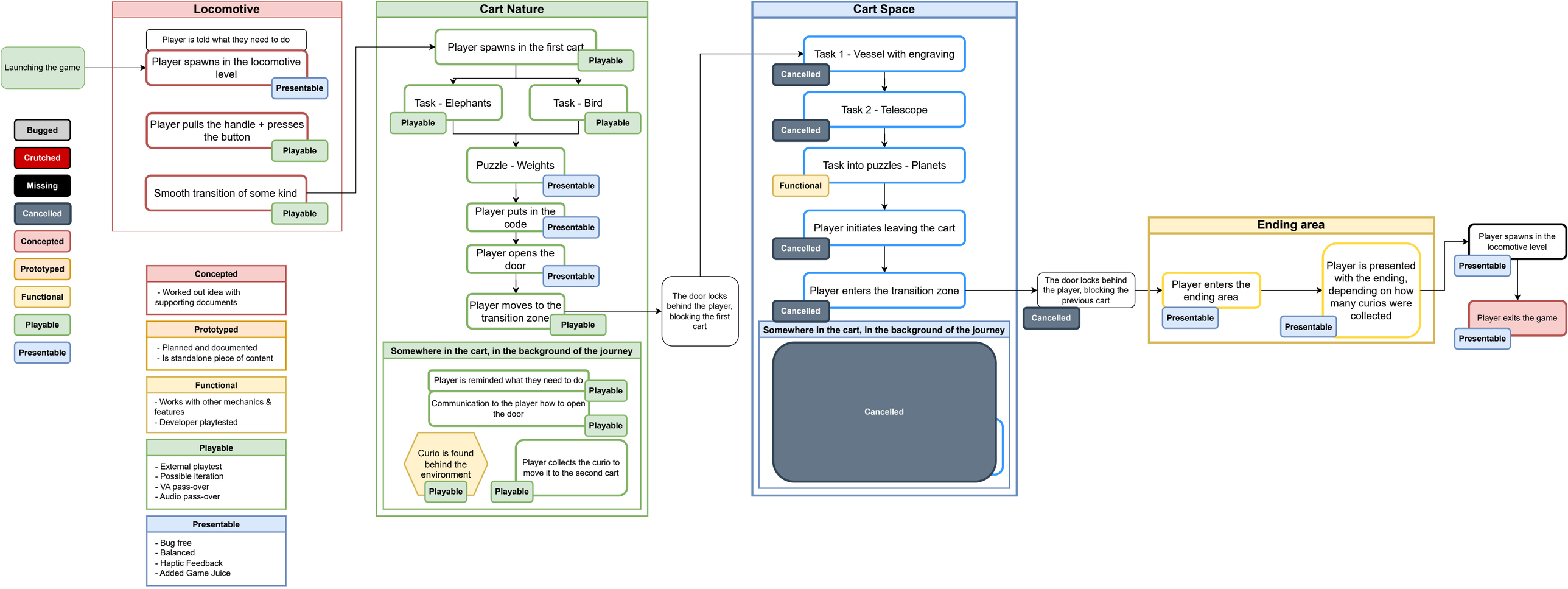
Launching the game
Locomotive
Player is told what they need to do
Player spawns in the locomotive level
Presentable
Player pulls the handle + presses the button
Playable
Smooth transition of some kind
Playable
Cart Nature
Player spawns in the first cart
Playable
Task - Elephants
Playable
Task - Bird
Playable
Puzzle - Weights
Presentable
Player puts in the code
Presentable
Player opens the door
Presentable
Player moves to the transition zone
Playable
Somewhere in the cart, in the background of the journey
Player is reminded what they need to do
Playable
Communication to the player how to open the door
Playable
Curio is found behind the environment
Playable
Player collects the curio to move it to the second cart
Playable
The door locks behind the player, blocking the first cart
Cart Space
Task 1 - Vessel with engraving
Cancelled
Task 2 - Telescope
Cancelled
Task into puzzles - Planets
Functional
Player initiates leaving the cart
Cancelled
Player enters the transition zone
Cancelled
Somewhere in the cart, in the background of the journey
Cancelled
The door locks behind the player, blocking the previous cart
Cancelled
Ending area
Player enters the ending area
Presentable
Player is presented with the ending, depending on how many curios were collected
Presentable
Player spawns in the locomotive level
Presentable
Player exits the game
Presentable
Bugged
Crutched
Missing
Cancelled
Concepted
Prototyped
Functional
Playable
Presentable
Concepted
- Worked out idea with supporting documents
Prototyped
- Planned and documented
- Is standalone piece of content
Functional
- Works with other mechanics & features
- Developer playtested
Playable
- External playtest
- Possible iteration
- VA pass-over
- Audio pass-over
Presentable
- Bug free
- Balanced
- Haptic Feedback
- Added Game Juice