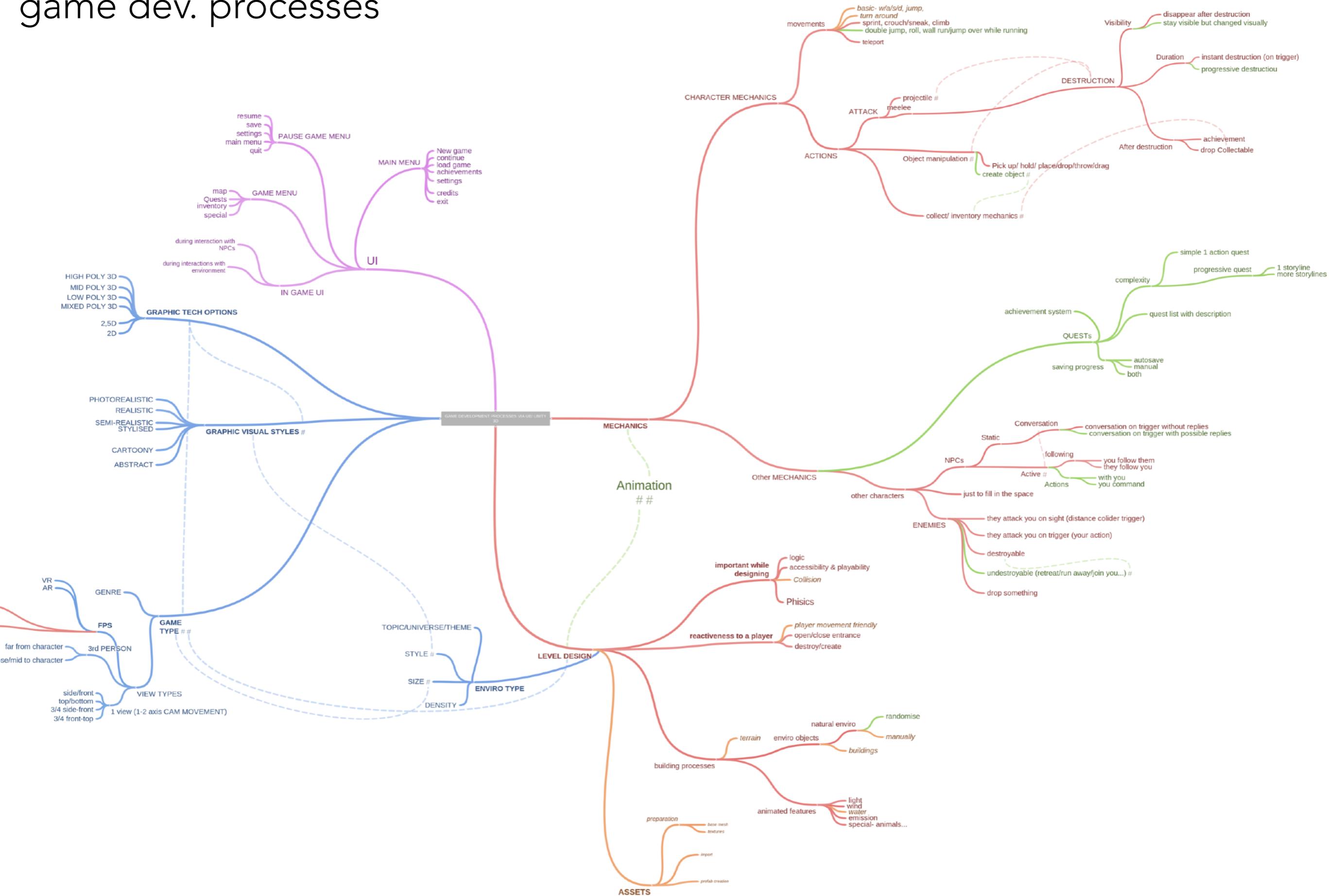


EMA STOLIČNÁ- ADD- 2017/18

UNITY ENGINE

BASIC PROTOTYPING

game dev. processes



CHECKLIST

character mechanics	movements	basic- wasd jump, cam turnaround, sprint,	<input checked="" type="checkbox"/>
	movements	crouch	<input type="checkbox"/>
	movements	climb	<input type="checkbox"/>
	movements	teleport	<input checked="" type="checkbox"/>
	movements	double jump	<input type="checkbox"/>
	movements	roll	<input type="checkbox"/>
	movements	wall run	<input type="checkbox"/>
	attack	meelee	<input checked="" type="checkbox"/>
	attack	projectile	<input type="checkbox"/>
	destruction-duration	instant	<input checked="" type="checkbox"/>
destruction-duration	progressive	<input checked="" type="checkbox"/>	
destruction- effects	particle effects	<input type="checkbox"/>	
destruction-visibility	disappear	<input checked="" type="checkbox"/>	
destruction-visibility	change shape	<input type="checkbox"/>	
destruction-after	drop something	<input type="checkbox"/>	
destruction-after	achievement/exp	<input checked="" type="checkbox"/>	
object manipulation	pick up and hold-visible	<input checked="" type="checkbox"/>	
object manipulation	place	<input checked="" type="checkbox"/>	
object manipulation	drop	<input checked="" type="checkbox"/>	
object manipulation	throw	<input checked="" type="checkbox"/>	
object manipulation	drag	<input checked="" type="checkbox"/>	
object manipulation	open/close	<input type="checkbox"/>	
object manipulation- inventory system	pick up- goes to inventory	<input checked="" type="checkbox"/>	
object manipulation- inventory system	create object	<input type="checkbox"/>	
other character mechanics	enemy- attack type	attack on sight- distance colider trigger	<input type="checkbox"/>
	enemy- attack type	attack on trigger	<input type="checkbox"/>
	enemy- destruction	destroyable	<input type="checkbox"/>
	enemy- destruction	undestroyable- retreat/join	<input type="checkbox"/>
	enemy- destruction	drop something	<input type="checkbox"/>
	enemy- power	mellee- instant	<input type="checkbox"/>
	enemy- power	mellee- progressive	<input type="checkbox"/>
	enemy- power	projectile- instant	<input type="checkbox"/>
	enemy- power	projectile- progressive	<input type="checkbox"/>
NPC- type	static- conversation only	<input checked="" type="checkbox"/>	

	NPC- type	active- conversation	<input type="checkbox"/>	
	NPC- type	active- following- u them/they u	<input type="checkbox"/>	
	NPC- type	active- attack with you	<input type="checkbox"/>	
	NPC- type	active- can give commands- attack/ collect/find	<input type="checkbox"/>	
	NPC- conversation	no replies	<input checked="" type="checkbox"/>	
	NPC- conversation	with selectable replies	<input type="checkbox"/>	
	filling characters	simple animation loop	<input checked="" type="checkbox"/>	
QUEST mechanics	acievements	achievements counter	<input checked="" type="checkbox"/>	
	experience	exp counter	<input checked="" type="checkbox"/>	
	quest-type	simple 1 action quest	<input checked="" type="checkbox"/>	
	quest-type	progressive quest- 1 storyline	<input type="checkbox"/>	
	quest-type	progressive quest- more storylines	<input type="checkbox"/>	
assets	assets	import	<input checked="" type="checkbox"/>	
	assets	collision	<input checked="" type="checkbox"/>	
	assets	physics	<input checked="" type="checkbox"/>	
	assets	prefab creation	<input checked="" type="checkbox"/>	
	assets	textures	<input checked="" type="checkbox"/>	
	building processes	terrain	terrain	<input checked="" type="checkbox"/>
		special animated features	light	<input checked="" type="checkbox"/>
		special animated features	wind	<input checked="" type="checkbox"/>
		special animated features	water- pond	<input checked="" type="checkbox"/>
		special animated features	water- river	<input checked="" type="checkbox"/>
special animated features		emission	<input checked="" type="checkbox"/>	
special animated features		particles	<input checked="" type="checkbox"/>	
enviro objects		natural	<input checked="" type="checkbox"/>	
enviro objects		building	<input checked="" type="checkbox"/>	
enviro objects		prefab brush	<input checked="" type="checkbox"/>	
			<input type="checkbox"/>	

TOTAL- 34/61
 PRIORITY- 29/37
 EXTRA- 5/24

