

Master To-Do List

Major Milestones

Phase I.

- Pre-Production Work
- Complete working 1st Level
- Build Quest 1
- Complete Quest 1
- Post Production

Phase II.

- Build & Complete working Quest 2
- Design for Quest 3
- Build & Complete working Quest 3
- Final Post-Production Work

Notes:

- Project Builds, debugging and play-tests to be done at the end of each Milestone except for "Pre-Production".

Milestone Details

Pre-Production:

- 1) Terrain Height-Field high-resolution “Zone Map”
- 2) Terrain Height-Field Map (scaled): *draft 1*
- 3) Terrain Height-Field Map (scaled): *draft 2*
- *(If needed)*

- 4) Texture Library: *draft 1*
- 5) Object Models: *draft 1*
 1. Weapons
 2. Items
- 6) Overworld-Environment: *draft 1*
 1. Textured
 2. Water
 3. Player Spawn Point

Complete working 1st Level:

- 1) Link – Model: *draft 1*
- 2) Link – Model – correct scale and bone structure: *Final*
- 3) Link – Animations – Basic Movement Animations: *draft 1*

- 4) Enemies – 1st Round - Model: *draft 1*
 1. 1st Round = approx. 2-3 enemies
- 5) Enemies – 1st Round – Animations
- 6) Enemies – 1st Round – AI. Programming

- 7) Level 1 – *basic* – build model
- 8) Level 1 – *basic* - populate
 1. Items/Objects
 2. Enemies
- 9) Level 1 – *basic* – Programming(?)
- 10) Level 1 – *basic* – Portal links
 1. Overworld to Level 1
 2. Level 1 to Overworld
- 11) Program first item - “Blue Candle”
 1. Light rooms
 2. “Accidental” combat and FF. damage
 3. Burn tree to find portal to NPC shop

12) ***First Build:***

1. Overworld
 1. Textured
 2. some rocks, trees, plants etc.
 3. Working AI. Controlled enemies
 4. Portal Links:
 1. Level 1 – Labyrinth (and back to Overworld)
 2. NPC store (and back to Overworld)
 5. Candle functions working
2. Level 1 Labyrinth
 1. Basic level model
 2. Basic texturing and lighting
 3. Populated with enemies and items
 4. Level entrance portal to Overworld
 5. “End of Level” Event trigger

Build - Quest 1:

- 1) Terrain Height-Field Map (scaled): *final*
- 2) Texture Library: *draft 2*

- 3) Overworld-Environment: *draft 2*
 1. Textured
 2. Water & moving water
 3. Player Spawn Point
 4. All Trees and plant life
 5. All Lighting Settings
 6. All Environment settings
 7. All Enemy Spawn Points

- 4) Link – Model: *draft 2*
- 5) Link – Animations – Basic Movement Animations: *draft 2 (Final?)*
- 6) Link – Animations – Armed Combat Animations: *draft 1*
- 7) Link – Movement Control Programming
- 8) Link – Combat Control Programming

- 9) All programming for combat (*math*)
- 10) All programming for all weapons
- 11) All programming for all items

- 12) Enemies – All Remaining - Models: *draft 1*
- 13) Enemies – All Remaining – Animations
- 14) Enemies – All Remaining – AI. Programming
- 15) NPC's – Models: *draft 1*
- 16) NPC's – Animation: *draft 1*
- 17) Special Events - Programming – ie. Picking up Heart-Containers, finding fairy.

- 18) Level 2-9 – *basic* – build models

19) Level 2-9 – *basic* – populate

1. Items/Objects
2. Enemies

20) GUI-System – basic layout

21) Inventory control programming

22) **Second Build:** *Completely Functional Game (draft / alpha)*

1. Overworld

1. All Environment settings, plant life etc.
2. All NPC shops and portals
3. All portals to Underworld Labyrinths
4. All Enemies
5. All Items Working

2. Underworld

1. All levels completed to functional 1st draft quality
 1. Basic but complete models
 2. Basic lighting and texturing
 3. All Enemies and items
 4. All portals to Overworld
 5. All 'Special Event' triggers

Game Completion – Quest 1:

- 1) Environment: *final*
 1. Textures: *final*
 2. Weather Effects
 3. All remaining details
- 2) Object Models(Weapons/Items): *final*
 1. Model Details
 2. Textures
 3. Animations
- 3) Link – Model: *final*
- 4) Link – All Quest 1 Animation – *final*
- 5) All Enemies – Models – *final*
 1. Model Details
 2. Textures
- 6) Debug: Combat
- 7) Debug: Inventory
- 8) Debug: GUI operations
- 9) Debug: Special Events
 1. Heart Containers
 2. Visit Fairies
- 10) All NPC's – Models: *final*
- 11) All NPC's – Animation: *final*
- 12) All Levels – Models: *final*
 1. Model Details
 2. Textures
 3. Animations
- 13) **Third Build:** *Completely Functional Game (beta)*

Quest 1 – Post Production:

- 1) GUI - System
 1. Character Registration & Save Game System
 2. Game Stats
 3. Pause
 4. Game Timer
- 2) Documentation
 1. Game Manual: *through Quest 1*
 2. Production Documentation
 3. Comparison of Original Zelda to Zelda-3D
 4. Website up-to-date
- 3) Videos
 1. Game-Intro Movie (see book for story line)
 2. Trailer
 3. Animation Test 1a – Basic Movement: *draft*
 4. Animation Test 2 – Weapons Combat: *draft*
- 4) Other
 1. Basic Music
 2. Basic Ambient Sound
- 5) ***Fourth Build: Completely Packaged Game!***

Build – Quest 2:

- 1) Build – All Levels: *draft*
- 2) Build – All Levels: *final*
 1. Details
 2. Textures
- 3) Quest 2 Overworld
 1. Enemy Population
 2. All Portals to NPC's
 3. All Portals to Underworld Levels
 4. All Special Event triggers
 5. All Items
- 4) Combat Refinements
 1. New Moves?
- 5) Advanced Lighting?
- 6) ***Fifth Build: Completely Functional Game w/ Quest 2 (draft / beta)***

Design – Quest 3:

- 1) Overworld Map Layout – draft (slightly different)
- 2) Level Designs
- 3) Puzzle Designs
- 4) Side-Quests Design
- 5) New Traps

Build – Quest 3

- 6) Link – Animations – New / Advanced Moves (draft)
- 7) Extra Control Coding for Link
- 8) Build Overworld
- 9) Build Levels
- 10) New Enemies – Model: *draft*
- 11) New Enemies – Animation: *draft*
- 12) Implement Side Quests
- 13) Implement New Traps
- 14) ***Sixth Build: Completely Functional Game w/ Quest 3 (draft / alpha)***

Final Post-Production:

- 1) Documentation
 1. Game Manual: *through Quest 1*
 2. Production Documentation
 3. Comparison of Original Zelda to Zelda-3D
 4. Website up-to-date
- 2) Videos
 1. Game-Intro Movie (see book for story line)
 2. Trailer
 3. Demo Movie
 4. Animation Test 1 – Basic Movement: *final*
 5. Animation Test 2 – Un-Armed Combat: *final*
 6. Animation Test 3 – Weapons Combat: *final*
- 3) Other
 1. Final Music
 1. Overworld
 2. Underworld
 2. Final Ambient Sound
 3. Combat / Player Sound
 4. Ambient Animals etc.
 5. Extra Animation
- 4) **Seventh Build:** *Completely Packaged Game (draft / final-beta)*
- 5) Final Testing
- 6) **Final Build:** *Completely Finished Game* (***FINAL***)