

Course	Designing Playful Experience
Members & Roles	Lejie Lin Development and level design
	Shangshu Shi Sound Design and level design
	Yu Zhou Game Director and level design
Product name	Duckcrossing
type	Hypercasual/Puzzle/Walking Sim
USP(unique selling point)	Alternative Controller
Links	<a href="https://yuzhou1655.github.io/Duckcrossing/">https://yuzhou1655.github.io/Duckcrossing/</a>

Feature	State	Hour cost	Priority	Assign to	Note
Game Design Document	Wip	>2	Not in Rush	YZ	
1 Level Design	Done	<1	Important	ALL	meeting 11/19 3:30pm
Transition from level 1 to level 2	Done	2	Important	YZ	
art assessts for 3 levels	PlanChange	>2	Important	YZ	
Start prototyping with actors	Done	>2	Important	LLJ	
Developmen of Level 2	Done	2	Important	LLJ	
Learn the code, finalize Design on 1 level	Done	2	Important	MNT	
Development of Level 4	Done	2	Important	MNT	
Development of Level 3	PlanChange		Important		
Adittional Control (move vertical/move backwards)	Done	>2	Important	YZ	
progress report meeting and discussion on feedback	Done	<1	Important	ALL	meeting 11/21 21:30
Redesign Ending Logic	Done	2	Not in Rush	ALL	
Redesign and Develop intro	Done	>2	Important	YZ	
Development of SpeedUp and Fly	Done	>2	Important	YZ	
Add Player Guidance	Done	1	Important	YZ	
Better Level Transition	Done	2	Important	YZ	
Redesign Duck related UI	Done	2	Important	YZ	
Replace AI generated Images	PlanChange	2	Important		
Redo Death Animation	Done	1	Important	YZ	
Redevelopment Level 4 (now lv5)	Done	1	Important	MNT YZ	
ReDesign new level 4	Done	<1	Important	YZ	
Art Assessts for new level 4	Done	1	Important	YZ	
Art assessts for level 4 (now lv5)	Done	1	Important	YZ	
Redesign Level 5(now lv6)	Done	2	Important	ALL	
Art assessts for level 5 (now lv6)	Done	2	Important	YZ	
Redo TRIPPED, SLIPPED	Done	1	Important	LLJ YZ	
Development of Level 5 (now lv6)	Done	>2	Important	YZ	
Sound Design of Level 5 (now lv6)	Done	1	Important	MNT	
Design Ending	Done	<1	Important	YZ	
Developmen Ending	Done	1	Important	YZ	
Sound Design of Ending	Done	<1	Important	YZ	
Redo Ending	Done	2		YZ	
Bug Fix	Done	>2	Important	ALL	
BTS Trailor Viedo	Done	>2	-	LLJ	
Promotion Video	Done	2	Not in Rush	ALL	

Feature	State	Hour cost	Priority	Assign to	Note
Feet Size level1 2	Done	-	Not in Rush		
Feet Position level 1 2	Done	<1	Not in Rush		
Button Not Working Correctly	Done	2	Important		
WingImage can't change	Wip		Wait Until..		
Runing Movement	Done				
Death reset ...	Wip	>2	Important		
Gator AI	Done	1			
Season Ending White Fade	PlanChange				
Level 5 Ending	Done				
Level 2 Stretch Distance	Done				
Level 2 Ending	Done				

Feature	State	Hour cost	Priority	Assign to	Note
Early Stretch	Done	1	Important		
lv1 1 too hard	Done	1	Important		
CTRL feet cable	Done	1	Important		
lv5 Bat Visble	Wip	<1			
lv6 Winter Frozen slower	Done	<1			
lv6 Spring Gator Speed Up	Done	<1			

November 21	November 30	December 5
All actor tested	Level Done	Basically Everything Done
Art assessts Done	Audio Done	
Level Desin Done	Start working on Heaven level	
Additional Control Scratch	Additional Control Done	December 7
		Bug Fixed
		Promotion Video Done
		Game Design Document Done
		Submitted to ALT CTRL

Cooperation methods & analysis

**Chat:** Wechat **Voice&Video&Screen Share:** in person **File:** Google Drive