



The Last Stop

Keep Your Eyes on the Road

Team Bus
Game Design Studio
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New York Film Academy
Burbank, CA

| | |
|--------------------------|-----------|
| General | 5 |
| Description | 5 |
| Lore | 5 |
| Theme | 5 |
| Genre / Category | 5 |
| Audience | 5 |
| Art | 6 |
| Art Style | 6 |
| Color Palette | 6 |
| Lighting Style | 6 |
| Concept Art | 6 |
| Character | 6 |
| Player | 6 |
| Ghosts | 6 |
| Environment | 6 |
| Exterior Props | 6 |
| Lighting | 7 |
| UI | 8 |
| HUD | 8 |
| Menus | 8 |
| Visualizations | 8 |
| Fonts | 9 |
| Title and Menu text font | 9 |
| Standard UI font | 9 |
| VFX | 9 |
| Audio | 10 |
| Audio File Naming | 10 |
| Naming Convention | 10 |
| Example | 10 |
| Music | 10 |
| Music Moods | 10 |
| Music Loops | 10 |
| Music Stings (themes) | 10 |
| Specific FX | 10 |
| Background FX | 11 |
| Characters | 11 |
| Props, Foley | 12 |
| Misc FX | 12 |

| | |
|-------------------------|-----------|
| UI | 12 |
| Design | 13 |
| Design Priorities | 13 |
| Controls | 13 |
| Control Mapping | 13 |
| Systems | 13 |
| Core Systems | 13 |
| Bus Navigation | 13 |
| Modular Roadways | 14 |
| Gas Resource Management | 15 |
| Windshield Wiper | 15 |
| Accelerator gas pedal | 15 |
| Dispatch | 15 |
| High beam | 15 |
| Interior light | 15 |
| Driving | 15 |
| Ghost Passengers | 15 |
| Camera System | 15 |
| Dialog Captions System | 15 |
| Death and Respawn | 16 |
| Cutscene System | 16 |
| Progression System | 16 |
| Save/Load System | 16 |
| Menu / Game Flow | 16 |
| Menu Screens | 17 |
| Splash | 18 |
| Main Menu | 18 |
| Credits | 19 |
| End Screen | 19 |
| Characters | 19 |
| Players | 19 |
| Player Actions | 19 |
| Fuel System | 20 |
| Enemies | 20 |
| Ghost Types | 20 |
| A.I. Behavior | 21 |
| Environment | 21 |
| Environment Overview | 21 |
| Interior Bus | 21 |

| | |
|--|-----------|
| Exterior Roadway | 21 |
| Level Progression | 21 |
| Bus Stops | 21 |
| Level Dynamics | 21 |
| Modular Level System | 21 |
| Story | 23 |
| Cinematics / Slide Shows | 24 |
| Levels | 24 |
| Programming | 26 |
| Standards | 26 |
| Tools | 26 |
| Bus Driving Logic | 26 |
| Focal Camera | 26 |
| Bus Stop Logic | 26 |
| Map Generation | 26 |
| Ghosts | 27 |
| Production | 28 |
| Team List | 28 |
| Team Roles | 28 |
| Audio | 28 |
| Design | 28 |
| Systems | 28 |
| Level | 28 |
| Art | 29 |
| Narrative | 29 |
| Programming | 29 |
| Production | 29 |
| Prioritized Feature List | 30 |
| Milestone Timeline | 33 |
| Concept | 33 |
| Prototype | 33 |
| Alpha | 33 |
| Beta | 33 |
| Final | 33 |
| Appendix A : Asset List | 34 |
| Appendix B : Main Game Brainstorm Notes | 35 |
| Appendix C : TBD | 36 |

General

This is a first-person puzzle horror game where you play as a bus driver at night delivering ghosts.

Description

In “*The Last Stop*”, players step into the role of a mother working night shifts, drawn into delivering illicit packages to support her daughter. As she traverses the city’s shadowy streets, the packages reveal themselves as restless ghosts, each one haunting her with the echoes of a troubled past.

Lore

The player character takes on the role of a mother working late-night bus shifts to support her daughter. During these shifts, a mysterious underground figure threatens her to deliver unknown, illegal packages. As the deliveries unfold, the packages reveal themselves to be spirits of the victim of the criminal world she’s now part of. With each shift, these restless ghosts begin to haunt her, confronting her with the tragic consequences of her actions. Players must unravel the unique puzzle each ghost presents.

Theme

- Fear
- Stress and Anxiety
- Managing too much
- Deception
- Cursed/Sinister

Genre / Category

- First-person puzzle horror game

Audience

- Unique horror players
- Puzzle / Task completionists
- Driving sim player

Art

Visual information intended for the player via presentation.

Art Style

Realism, to accent supernatural elements

Color Palette

Dark

Lighting Style

Dark with light contrast. High contrast.

Concept Art

Concept of the final visual styles and elements to make.

Character

https://drive.google.com/drive/folders/1s-3JpcyNsnJuv1AhemHxLSoag_M-fR9h

Player

Player is in first-person, in the driver seat. We don't see the player character.

Ghosts

- Little Ella
- Old George
- Nerissa
- Twins
- Minute

Environment

The game world, visually represented.

Exterior Props

- Road signs
 - Stop signs
- Lamp posts

- Mailboxes
- Fire Hydrants
- Street Lines and markings
- Stop lights
- Bus stop
 - Bench
 - Cover
 - Sign
- Trash cans

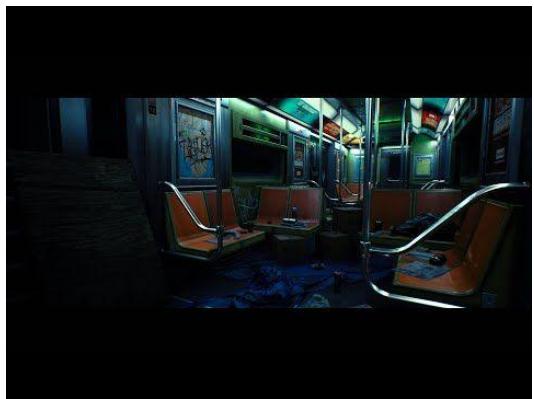
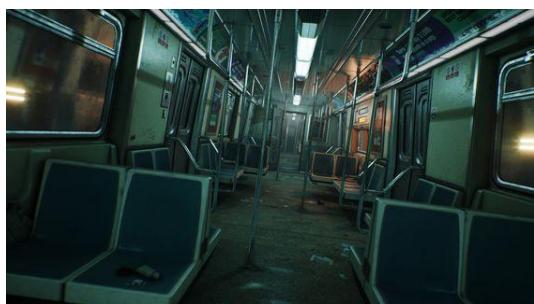
Obstacles:

- Cone
- Stone
- ~~Fallen Tree~~
- Road closure

Lighting

The exterior level lighting is a night time environment the bus travels through. There are typical night time street lights, including dynamic lights in urban areas and occasional oncoming traffic with headlights.

This interior bus lighting includes dynamic lighting the player controls. The bus interior lights are otherwise muted, other than the bus dashboard lights for instrumentation, as in-game UI.



UI

User-interface visual style and summary.

HUD

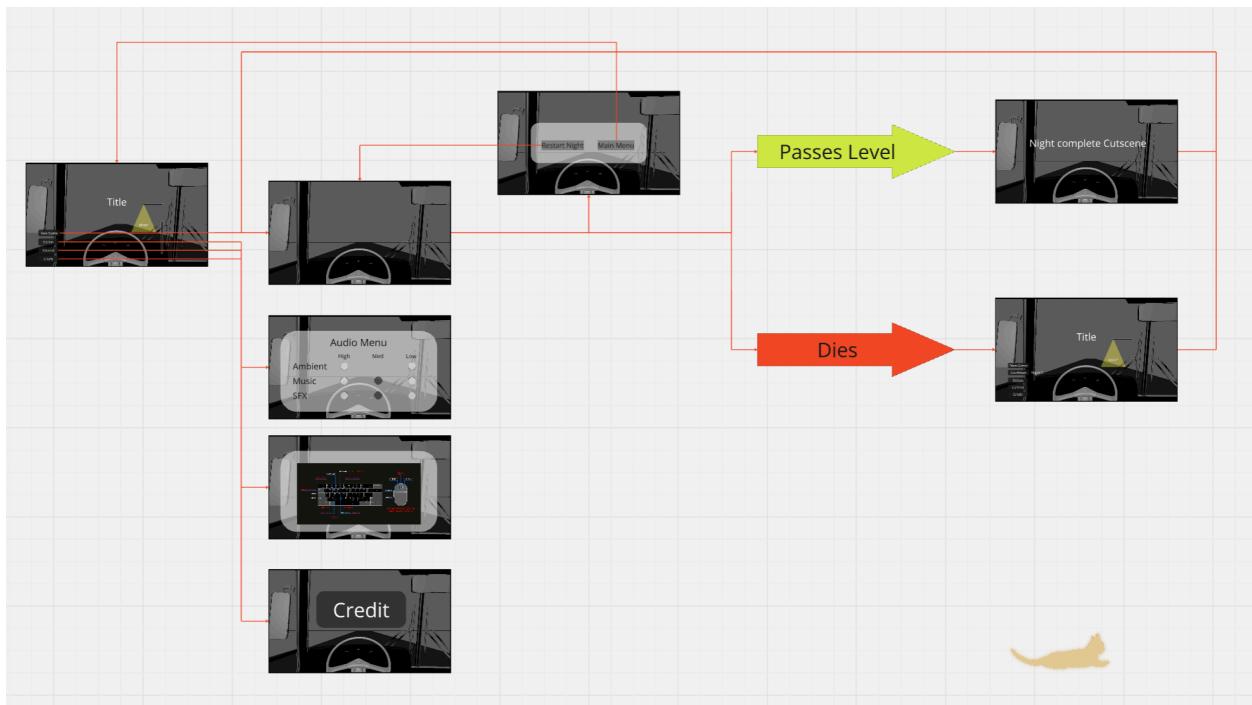
In-Game UI overlay for displaying necessary information for the player.

Menus

- Title screen menu
- ~~Pause menu~~
- Option menu
- Control menu
- Credit menu

See also, “Menu System”, in the Design section.

Visualizations



Fonts

Title and Menu text font

[bulkeyRefuse.ttf](#)

Bulky Refuse Type

Standard UI font

Arial

VFX

- Fog
- Headlights (spotlight and flare)
- Blood
- Burning sparkle

Audio

[TheLastStop_AssetTracker](#)

Audio File Naming

Naming Convention

General_Category_Sound

Example

“SFX_PLAYER_STOMP”

Music

1. Music_Background_endingsong
2. Music_Background_lowfrequency

Music Moods

- Sad
- Depressed
- Scary

Music Loops

- Music_Background_lowfrequency

Music Stings (themes)

- ~~Music_Ghost_Littleella~~
- ~~Music_Ghost_OldGeorge~~
- ~~Music_Ghost_Narrisa~~
- ~~Music_Ghost_Twins~~
- ~~Music_Ghost_Minute~~

Note: Sound Design was implemented in lieu of Music loops or stings.

Specific FX

Bus

- Engine start / stop
- Engine acceleration
- Bus door open / close
- Air release to raise / lower
- Tires on asphalt
- Gear shifting, gears grinding- not finding
- Foot movement on accelerator pedal
- Windshield wipers
- Turning of steering wheel, hands-on steering wheel
- Breaks- interior and exterior
- Interior rattles
- Horn
- Run out of fuel
- Bus crash

Character Specific FX

- Old George
 - Footsteps
 - Male breathing, Groans, screams
- Little Ella
 - Footsteps
 - Crack
 - Squish
 - Children screaming
- Twins (children group)
 - Footsteps
 - Laughing, Crying, screaming
 - Singing, humming
- Nerissa
 - Screams
 - Metal Impacts
 - Windshield hand hits
 - Knock on glass window
- Minute
 - Tick tock, clock-like
 - Bone cracking, skin stretching
 - Male laughing

Props, Foley FX

- Interior Light on/off switch and corresponding light
- Headlights- low / High beams
- Hazard button, lights on/off
- CB/comms / Dispatch on/off switch, resulting static, squelch
- Seats- leather stretch,
- bloody hand (wet), on glass / metal banging, sliding, slapping
- Note, paper moves

Misc FX

- Glass cracking, breaking, shattering
- Fire Burning, crackling
- Magical, mystical

UI FX

- Button click, press
- Switch on, off
- Dial up, down
- Failing, flickering light for game title (neon?)

Design

 TheLastStop_AssetTracker

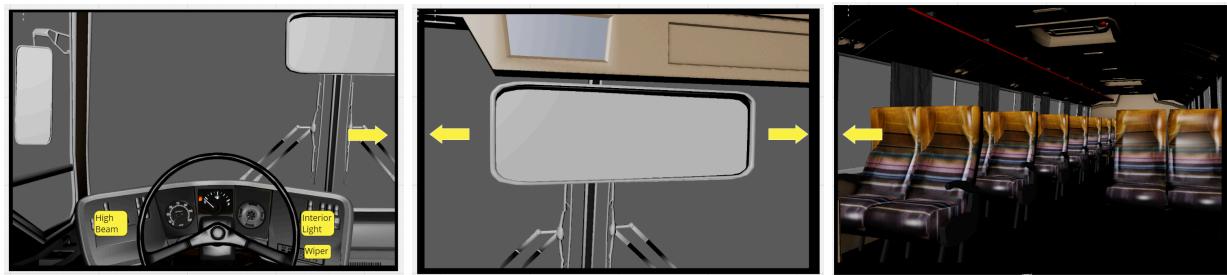
Design Priorities

1. Individual actions are easy, combinations of actions are the challenge
2. Variation of player horror
3. Contrast of familiar versus strange
4. Rhythm of bus stop and ghost tasks
5. Progression of intensity for story, horror and challenge

Controls

Player controls for the game are input, leading to system manipulation for various aspects of the player experience.

Control Mapping



Systems

Core Systems

- Bus Navigation
- Gas resource management
- Ghost Passengers
- Save/Load system
- Death system
- Cutscene system

Bus Navigation

The player is fixed on the bus driver seat at all times.

The bus moves forward automatically and does not use a physics based vehicle system. Player only needs to press A & D to turn, and hold W to accelerate, and let go of W to resume back to the normal speed.

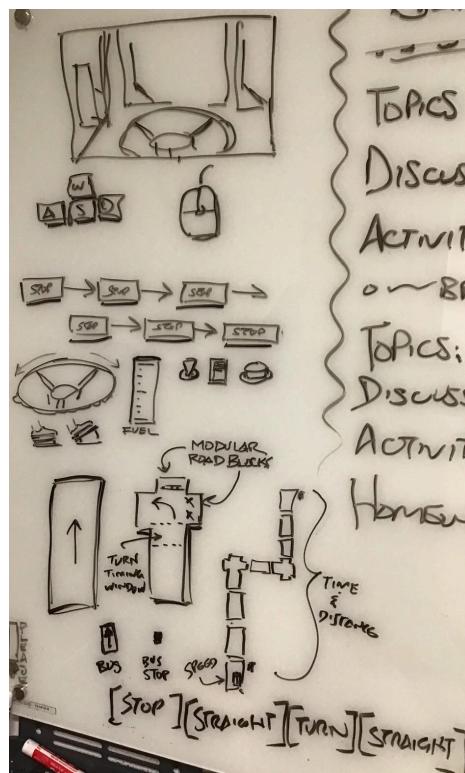
When a bus stop is reached, the bus will automatically stop beside it without needing any input. The doors will open on their own, dropping ghosts off and letting new ghosts in. When unloading and loading is finished, the bus will begin moving by itself again and the new ghosts will start affecting the player once the bus has sped back up.

Modular Roadways

Modular level pieces include road, props and architecture in a square piece. Each piece fits together to continue the roadway. The system manages adding as many road squares as needed to reach the next bus stop.

The anchoring element is the time it takes to conduct the ghost activity. Roadway is inserted as needed within that time frame. The pattern of this ghost activity translates to a roadway pattern.

1. Bus stop (ghost activity starts)
2. Straight road (ghost activity)
3. Turn bus
4. Straight road (ghost activity)
5. Turn bus
6. (repeat as needed)



Gas Resource Management

There is a gas resource management system in the game. There will be a steady decline of gas just by driving the bus. Using other controls will also cost gas

Windshield Wiper

Click on and off

Accelerator gas pedal

The player may hold W to accelerate, or hold S to decelerate. Releasing these speed controls will return the bus to normal 'cruising' speed.

Dispatch

Click to call Frank for hint

High beam

Hold to high beam

Interior light

Click on and off

Driving

Steady % decline. As the nights get harder, the faster it declines, or the start off gas tank will decrease over nights.

Ghost Passengers

- Little Ella
- Old George
- Nerissa
- Twins
- Minute
- *Ghouls

Camera System

The camera is set, and the player can navigate five different views by clicking on the UI.

Dialog Captions System

For voice dialog, we have audio clips to play, plus dialog text to display as captions. Each voice audio clip will have one or more entries of text dialog to display, and with that, each text display has timing and alignment information, so it is centered, or on the left or right.

Death and Respawn

When player death occurs, the game will revert to the last bus stop reached, specifically before the ghosts were picked up. The ghosts will be picked up again and the bus will start moving on its own again. Death can occur if a ghost kills the player (a.k.a. Jumpscare) due to the ghost rules, if the bus crashes (player missed turn window on roadway), or if the bus runs out of fuel (drove too fast before end of level).

Cutscene System

We present ‘cinematics’ as slide shows of still images, timed and potentially fading in and out, or cross-fading. These images are timed and configured for all the cinematics of our game, and it is able to be triggered to play.

The Cutscene Manager is the tool to hold a configured cutscene by name, where external tools can search for the specific cutscene needed, and then Launch it or Reset the cutscene when complete. Every cutscene is made up of a series of individual image frames with fade timing, known as a ‘CineFrame’.

Each CineFrame of a cutscene can be set to fade up and a fade time (in seconds) defined, also the entire cutscene can be configured to fade down with a fade time. Each CineFrame has an image that can be chosen from the Content drawer.

See also, “Cinematics / Slide Shows”, in the Story section.

Progression System

There's 7 nights in the game. Each night is harder than the previous one.

Save/Load System

There is a marker on the last level (game night) achieved, and if this is less than the full game completion, this marker serves to prompt the main menu to offer a ‘Continue’ button, which begins gameplay at that last un-achieved level. If a game level is 100% completed, this system is signaled to record game progress. If the full game is complete, this marker is reset to the beginning. The data saved is the index of the game level last achieved, starting at zero.

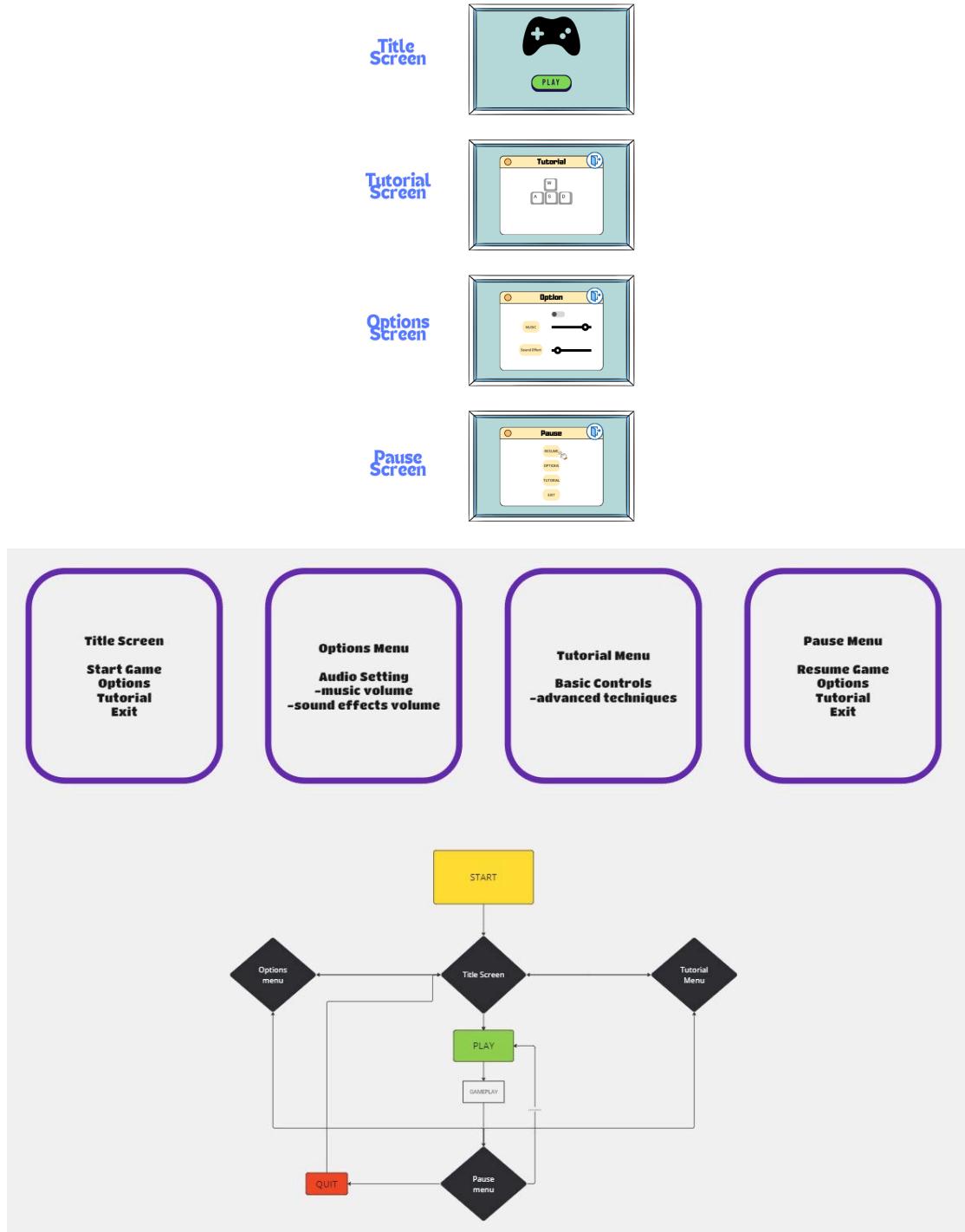
Menu / Game Flow

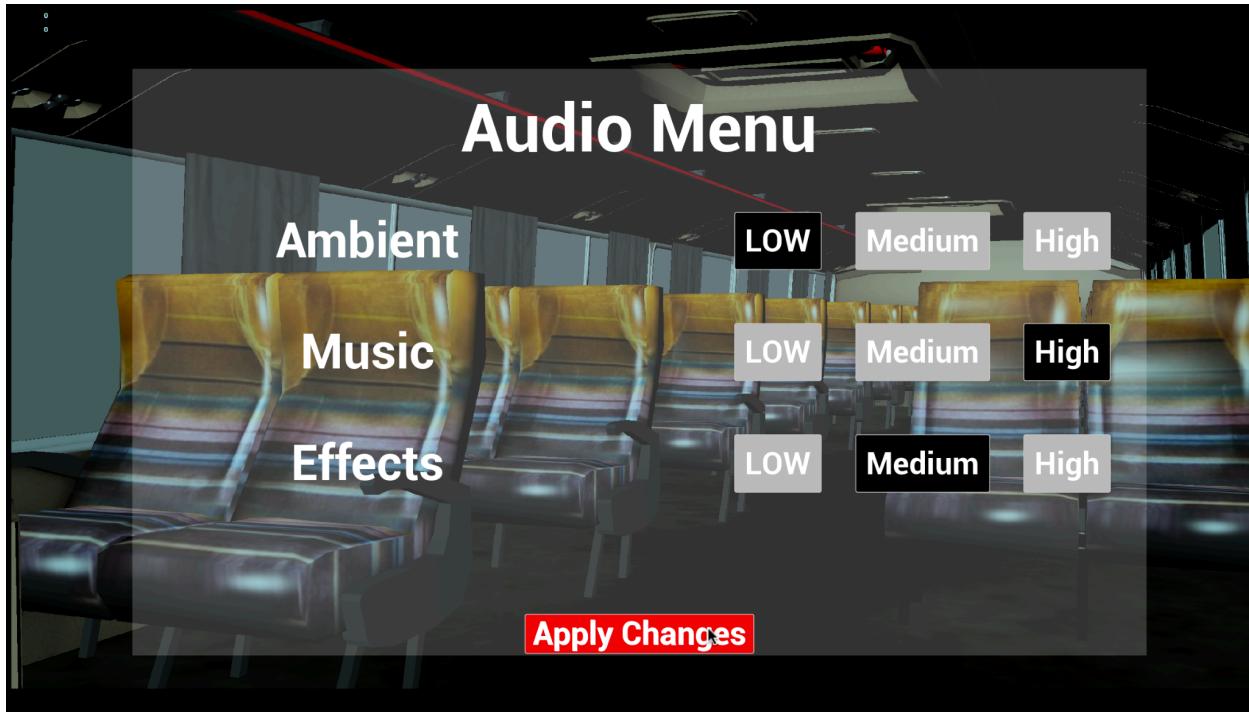
1. Splash
2. Intro Cutscene
3. Main Menu
4. Gameplay
5. End Cutscene

6. Options
7. Credits

Menu Screens

More complete descriptions and details for each screen.





We could change the background anytime

Splash

Camera focuses on the Dashboard, on which there are some items about Penny's daughters, like sticks or cute toys.

Main Menu

Dashboard look up to bus stop -> Menu system

Buttons on the main menu include:

- New Game
- Continue
- Tutorial
- Options
- Controls
- Credits

Credits

Credits listing of the team, their roles and additional credits we use from others

Potentially, there is animation to use here, rolling credits and images of key gameplay moments fading up and down with this scrolling text. This would be used as End Credits Animation at the completion of the game.

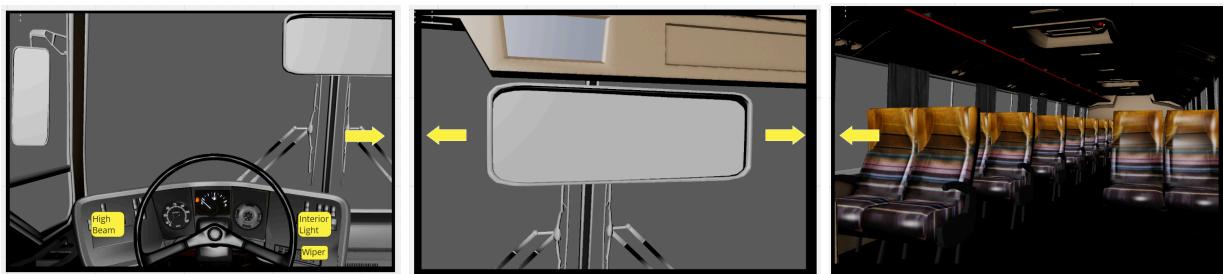
End Screen

When the player finished all the tasks, there will be a cutscene, which will show that sun is rising from the horizon, and Frank and Penny's daughter will give a call. After that the main character Penny begins to sob. The screen starts to become blurry. Ending Music rises and credit follows it. (see above)

Characters

Characters in the game represent players and NPCs, including enemies.

Players



Player Actions

- **Windshield Wiper**
 - ~~To wipe rain or blood off of windshield~~
- Accelerator gas pedal
 - When there's need to get to bus stop at a time limit
- High beam
 - To see clearly in the unusually dark

- To high beam a ghost until it's dead
- Interior light
 - To see ghost properly
 - To stop some ghost
- Driving
 - A & D to turn, W to accelerate
- Turning head
 - Press the screen

Fuel System

If the gas tank is depleted before the end of the night, the player fails. If the player fails to solve the ghost's challenge, it is also a failure.

Enemies

In this game the 'enemies' are there to provide puzzle / activity challenges for the player while they drive the bus. These enemies are ghost characters the player picks up along their bus route.

Ghost Types

- **Old George** - It sits at the back of the bus and moves slowly to the seat in front. To stop it, the player needs to turn on the interior light and look at the rearview mirror. It will stop for a little bit before starting to move again. **[Interior light & Rearview mirror]**
- **Little Ella** - This ghost is a little girl in red. When the player spots the ghost's shadow on the road, use hold on high beams until the ghost disappears. Once successful, the ghost loses one of her body parts. If the player misses one shadow, there will be a bloody handprint on the windshield. If missing again, it will be jump scare and game over. **[High beam]**
- **Twins** - Twins will sing. The twins will stop singing randomly. When they stop, immediately turn on the interior light and turn the head. If the player fails to turn your head after they finish singing, they will cover the player's eyes (One chance of mistake). If the player turns their head while they are still singing, a jump scare will be triggered. **[Interior light & Turning head]**
- **Nerissa** - The ghost causes pitch black on the street, and chases you outside of the Bus. She will crawl on the exterior of the bus. **[High beam]**
- **Minute** - The ghost emits a ticking sound, and its head turns one notch at regular intervals, constantly staring at the player. He will try to twist your head and mess with your lights, and try to waste your gas. Players need to turn their head back and turn off light to save gas. **[Interior light & Turning head]**
- **Ghouls** - There will be a dense fog. A group of ghosts eating people, accompanied by crying sounds. Turn on the lights and look at them to stop them from eating. The crying

~~sound will gradually decrease. If the crying stops completely, it indicates failure. [High beam & Interior light & Turning head]~~

A.I. Behavior

- https://miro.com/welcomeonboard/dUEyeW45UVE4eUp6bWt3UHI2aU9qck9PU1BzMHIpZmFzSjJTVmhzOUJ3OG9zVEZWdGh1QW0wd1dtUmc4eTVudXwzNDU4NzY0NTc1NjgzMDUyOTY3fDI=?share_link_id=130569705594

Environment

The game world from the player model outward to the furthest elements the player experiences.

Environment Overview

There are two main environments the player experiences at once: the interior of the bus and the exterior roadway.

Interior Bus

The bus interior is the main view the player works with, while driving and manipulating controls from the bus driver's seat. The camera controls the view from this point.

Exterior Roadway

The bus drives along roads from bus stop to bus stop, and the ghost tasks dictate dynamic changes the player experiences on the road environment.

Level Progression

Bus Stops

Bus stops will be placed in the game at certain times depending which night it is

Level Dynamics

The road is a straight line essentially, with right and left turns. Nothing on the road. Some cars could appear as oncoming traffic but rarely.

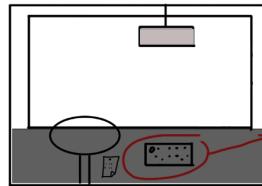
Modular Level System

- Modular road pieces (4)
 - Contains “drivable” routes for each piece
 - Contains placement marker for bus stop props
- Modular environment styles (3)
 - Contains placement markers for buildings and props
 - Urban

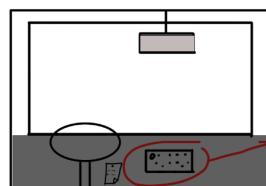
- Uses building and prop placement markers
- Suburban
 - Uses Landscape with house and prop placement
- Rural
 - Uses Landscape with sparse prop placement
- Modular buildings to place on environment
 - Urban shops and small office buildings
 - Suburban homes
- Modular props to place on environment
 - Based on environment style

Story

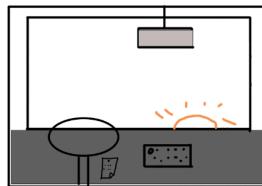
The story is about a single mother driving the night bus to feed her children. The ghosts suggest the gray or black deals she used the bus driving to do.



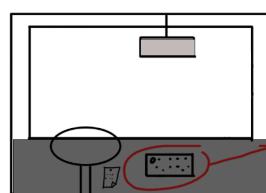
the camera is vibrating
roar of bus engine in the background
Tick! there is a message for the player
the message is from player's daughter
she says something like: Mammy, when do you come back



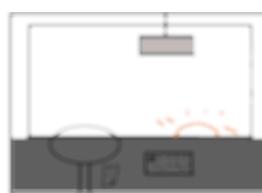
this is telecommunications equipment
Tick, someone sends a voice message to Mary



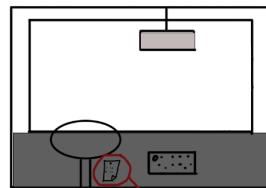
Mary is driving
vibrate the camera
bus engine roars
the sun is rising



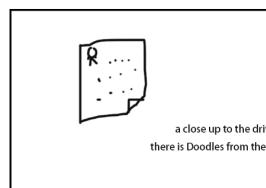
Mary presses Play button
Voice message is about her boss ask
her to drive the night bus
and where to pick up the passengers



Mary is driving
vibrate the camera
bus engine roars
Mary starts to cry, so there is Sobbing in the background.
The screen becomes blurry.



this is the bus driving backlog
player can click it to read
when player pick it, it will go:



a close up to the driving backlog
there is Doodles from the player's daughter

OP & ED script: [W Night Bus OP & ED script.docx](#)

Radio script: [W Radio script.docx](#)



Cinematics / Slide Shows

- Medium-Long of each character standing outside the bus from POV of bus driver
- Medium-Long of each character entering the bus / walking up bus stairs from bus drivers POV.
- Medium of each character standing next to or passing by the bus driver from bus drivers POV.
- Medium- Long of each character's back as they walk to their seats from bus drivers POV.
- Wide of each character sitting down in their seat from bus drivers POV
- Wide of **Nerissa** crawling around / hanging onto the outside of the bus
- Wide of bus driving down dark road
- Wide of bus pulling up to a bus stop
- Medium of bus stopping, POV in front of bus
- Wide of bus pulling away from bus stop, POV from rear of bus

See also, "Cutscene System", in the Design section.

Levels

- 7 nights (around 5-10 min play time each night)
 - Night 1 Little Ella
 - Night 2: Old George
 - Night 3: Nerissa
 - Night 4: Twins

- Night 5: Minute

Programming

The game code to run game rules, and systems that present the gameplay for each aspect.

Standards

- **Well named** data, methods, structures and classes
- **Well documented** code in comments and in documentation
- **Consistency** in formatting and techniques
- **Separation** of data, system and tools where it makes sense for maintainability
- **Flexibility** for design changes, tuning and polish opportunities
- **Rigor** in planning, development, testing and bug fixing

Tools

Game Object tools used directly in scenes for access to other game objects. Configurable tools for other developers, from artists to level designers.

Bus Driving Logic

A to prepare to turn left, D to prepare to turn right, W to accelerate.

Releasing W will allow the bus to slow down by itself.

Bus will always move regardless of the player's input and will automatically stop at a bus stop.

Focal Camera

Camera properties are changed such that the surrounding area around the focal point of the camera is blurred to reduce visibility.

Bus Stop Logic

When bus is stopped and within a trigger box for a bus stop, driving is disabled while ghosts get on and off the bus. As soon as the bus reaches the bus stop, the checkpoint is reached.

When player is killed by a ghost, the level resets to the last checkpoint.

Map Generation

The map will be modularly generated using a fixed grid and seamless set pieces. A bus stop will be generated after a set amount of roads. Roads can only be generated facing left, right, or forward, never facing backwards. This will remove any chance of overlapping roads.

- Roads
 - Straight
 - Left

- Right
- Modular Decoration
 - Houses
 - Street Lamps
 - Road Barriers

Ghosts

All of Ghost's Rule is in this link

<https://miro.com/app/board/uXjVKAsMCs4=/>

Production

The management of goals, time, tasks and people to finish the project on time, within scope and taking all opportunities possible.

Team List

Ju-Fang Hsu
Li-Ai Yang
Marc Merrell
Minxuan Li
Rongbing Cao
Rohit Yenugula
Yifu Huang
Gustavo Rojas Flores
Huch Platt

Team Roles

Within the main aspects of game development (Art, Audio, Design, Programming and Production), the team works within assigned roles.

Audio

1. Huch
2. Marc
3. Jack

Design

All students participate in design tasks and efforts.

Systems

1. Ju-Fang
2. Michelle
3. LiAi

Level

1. Ju-Fang
2. Michelle

Art

1. Steele
2. Jack
3. Ju-Fang
4. Rohit

Narrative

1. Michelle
2. Ju-Fang
3. Huch

Programming

1. Ju-Fang
2. Gustavo
3. Michelle
4. Jack
5. Liai
6. Rohit

Production

1. Team

Prioritized Feature List

1. Ghost/passenger Models and Rigs-**Steele**
 - Little Ella
 - Old George
 - Twins
 - Nerissa
 - Minute
2. Dashboard mechanics - **Ju-Fang, Minxuan**
 - High beam
 - Interior light
 - Dispatch replay
 - Headline Board
 - Fuel Gauge
 - Speed Gauge
3. Fuel mechanics - **Gustavo, Ju-Fang**
 - Fuel gauge
 - Tunable variable for each level
4. 5 Night Level mechanics - **Ju-Fang, Gustavo, Minxuan**
 - Little Ella
 - Old George
 - Twins
 - Nerissa
 - Minute
5. Script revision - **Ju-Fang, Minxuan**
6. Generating road map - **Gustavo**
 - Generate roadblocks placement
 - Generate sidewalk props placement
 - Tunable variable for the length of road each level
 - Road needs to be destroyed behind bus
 - Road textures
7. Driving mechanics (Left/Right turn, accelerate) - **Gustavo**
 - Left/Right turn
 - Accelerate
 - Slowdown
8. Designed road levels - **Marc**
9. Bus stops headline board - **Ju-Fang**
 - Road length ties in with length of level
 - Create progress bar
 - Board model
 - Time tracking, (Progress bar) - **Marc**
10. Ghost/Passenger logic - **Ju-Fang**

- Little Ella (Needs bug fix)
- Old George (Needs physical OG to not move)
- Twins (In progress)
- Nerissa (Not started)
- Minute (Needs fine tuning)

11. Save/Load System (new game vs continue from last Night level) - **Jack**

12. Quick save and load by pressing 1 and 2 - **Rohit**

13. Road props integration - **Rohit**

- Double check props pivot
- Double check scale
- Placing on roads

14. Bus Model-**Steele, Jack**

- Dashboard
- Bus shell
- Bus interior

15. Camera focus mechanic **Ju-Fang**

16. Ghost challenge puzzles - **Minxuan, Gustavo, Ju-Fang**

17. Menu system, lose/win restart **LIAI**

- Splash screen (inside the bus; bus driver perspective, focus on dashboard)
- Buttons on the main menu(start play, continue, replay, credit, setting)

18. Script - **Minxuan**

- Frank Radio
- Ghost hints
- Daughter's Dairy

19. Cutscenes - **Ju-Fang**

- Jumpscares
- Bus Crash
- Passenger Boarding
- Destination Reached
- Out of Fuel

20. Bus stop props - **Rohit**

21. RoadBlocks/Barriers - **Rohit**

22. Game ending credit animation

23. Bus SFX - **Jack**

24. Ghost/Passenger SFX - **Marc**

- Ghost Idle SFX
- Ghost Moving SFX
- SFX when you stop the ghosts

25. Environmental VFX/SFX (rain, fog) - **Rohit**

26. AI car drivers **LIAI**

27. Car models-**Steele**

28. In-Game Music (If needed)- **Huch**

29. the cookie jar - **Everyone**

30. Captions Manager - (done)
31. Monsters AI chasing after the bus **LIAI**
32. Bus driver model-**Steele**
33. Passenger idle animations
34. UI - **Rohit**
35. Navigation screen **LIAI**
36. Secondary bus controls (windshield wiper, door, headlights) - **Gustavo, LIAI**
37. Mental Bar -**Jack**
38. Obstacles on the road- **Minxuan, LIAI**
39. Ghost Models **Gustavo**
40. Narration of the daughter-**Minxuan**
41. Detect Player Fail (not going, not stopping, not on the road, etc.)-**Minxuan**

Milestone Timeline

Concept

Weeks 1-3

Prototype

Weeks 4-6

Milestone in Week 6

Alpha

Weeks 7-9

Milestone in Week 9

Beta

Weeks 10-12

Milestone in Week 12

Final

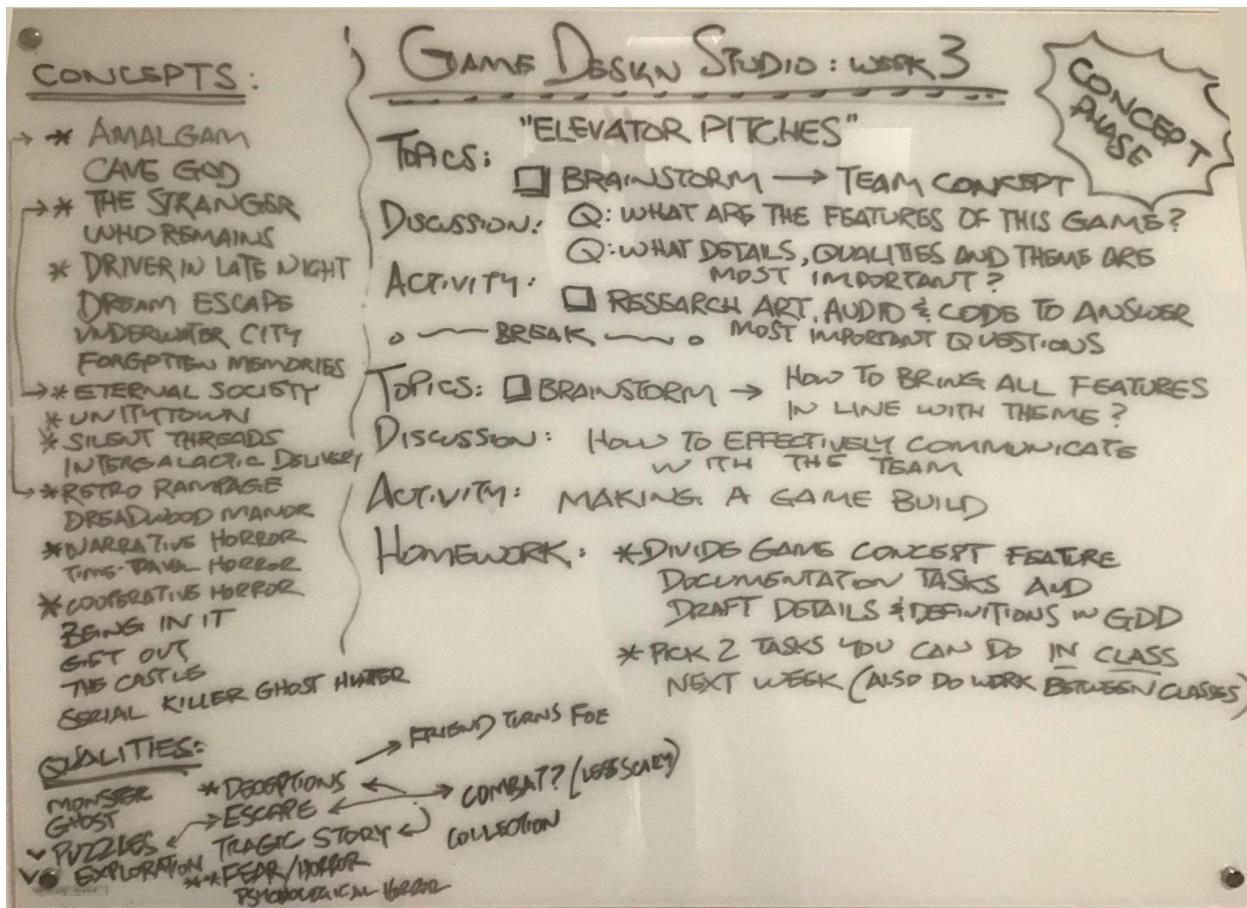
Weeks 13-15

Milestone in Week 14

Appendix A : Asset List

- Asset
- Asset
- Asset

Appendix B : Main Game Brainstorm Notes



Appendix C : TBD