

LEGO Fantasy Prototepsland 2 -Milestones

~~Revision date: 16th February July 1999.~~

~~Approved date: 17th February 1999.~~

This milestone document is best be viewed in conjunction with the design document and the task list. The brief is to design a zone that demonstrates all of the key gameplay features. The work will be continually monitored and at the end of the prototype stage LEGO Media will evaluate it and decide what the next stage will be.

The milestones presented here are extracted from the detailed task list that provides a more accurate method for tracking progress.

Please note that the world building process happens in parallel to the coding so there may be some missing features from early levels that will appear as the code is completed. E.g., real-time cutscenes.

During this time we aim to complete the following work focusing solely on the production of a prototype. This information has been extracted from a MS Project file, which is also available for more details.

Milestones & Deliverables

June

- Town - Paper design, in which the landscape map, tasks, puzzles, character and boss encounters, etc, are defined.

July

- Scaleable meshes
- NPC Interaction takes place

August

- Vehicles driveable
- Mini-figs collapse and rebuild themselves
- Full range of skateboard moves, e.g. slide attack and a 720deg spin 'drill' move
- Town - Landscape populated with mini-figs, vehicles and buildings.
- Adventurers - Paper design, in which the landscape map, tasks, puzzles, character and boss encounters, etc, are defined.

September

- Real-time scenes viewable
- FMV viewable
- Smashable blocks, revealing hidden passages, tunnels, bonuses, etc.
- Adventurers - Landscape populated with mini-figs, vehicles and buildings.
- Raiders - Paper design, in which the landscape map, tasks, puzzles, character and boss encounters, etc, are defined
- Town - World testable

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October

- [Skateboard power-ups](#)
- [Button instigated events, e.g., play a game against Mama Brickolini](#)
- [Computer-assisted pizza firing, i.e. player doesn't have to be quite so accurate aiming the pizza, as the computer will 'auto-target' within a certain angle](#)
- [Switch activated by Pizza firing](#)
- [Character's shield expires and player restarts](#)
- [Character jump](#)
- [Buildings can be built on Town/City](#)
- [Adventurers - World testable](#)
- [Raiders - Landscape populated with mini-figs, vehicles and buildings.](#)
- [Castle - Paper design, in which the landscape map, tasks, puzzles, character and boss encounters, etc, are defined.](#)
- [Load / Save game](#)

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November

- [Raiders - World testable](#)
- [Town - Tasks, puzzles and character interaction complete](#)
- [Castle - Landscape populated with mini-figs, vehicles and buildings.](#)
- [OGEL - Paper design, in which the landscape map and boss encounter is defined](#)
- [OGEL - Landscape populated with mini-figs, vehicles and buildings.](#)
- [Adventurers - Tasks, puzzles and character interaction complete](#)
- [Raiders - Tasks, puzzles and character interaction complete](#)
- [OGEL - Tasks, puzzles and character interaction complete](#)
- [Adventurers - Race complete](#)
- [Town - Race complete](#)

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December

- [Inventory usable](#)
- [Music implemented](#)
- [Sound effects implemented](#)
- [Raiders - Race complete](#)
- [Castle - Tasks, puzzles and character interaction complete](#)
- [Castle - Race complete](#)
- [Castle - World testable](#)
- [OGEL - World testable](#)
- [Town - Boss encounter](#)
- [Adventurers - Boss encounter](#)
- [Raiders - Boss encounter](#)
- [Castle - Boss encounter](#)
- [OGEL - Boss encounter](#)
- [OGEL - World testable](#)
- [Town - Boss encounter](#)
- [Animation blending, to link smoothly between different animation sequences](#)

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End of February

1. The first iteration of the test zone will be demonstrable by the player character (PC) running around the area. Although we anticipate this zone forming the basis for LEGO Town (the first 'world' that the player will explore in the game), we envisage that it will undergo many changes during the prototyping period.
2. One of the lead PCs (either male or female) will be designed, modelled and able to run and able to run within the game environment. Creating further PC actions (and their

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corresponding animation frames) will be an ongoing task over the next two months (up to the end of April). Where an action requires animation, the animation will be done before the code takes place. E.g., push and pull objects.

3. The world editor will support the necessary settings to enable the game engine code to progress, namely Object (a 'thing' within the game world, e.g. ladder, mini-fig, boulder, etc) and Volume (a 3D area that defines space, e.g. a room, cave, etc) settings. Object setting examples would be: "Can Blockjaw dig it?"; "Can it be collected by the PC?"; "Can it be pushed or pulled?" and so on. Volume setting examples would be: "What type of camera should be used?"; "Can the PC swim in this area?"; "Can the PC enter this area or not (e.g. hot lava)?" and so on. Any additional settings will be implemented as and when needed.
4. The teleport-like Stargates (working title) will be implemented. A character will be able to walk into a Stargate and watch it animate; the character will then appear at another destination.
5. The camera manager will be implemented. Several different camera types will be functional, specifically a trailing camera that follows the PC, fixed-view camera (relative to the landscape) which follows the player, a fixed camera within a room that will track the PC's movements and a first person view from 'within' the PC's head.

End of March

1. Provided that no major changes are made to the test zone, final camera and teleport locations will be implemented.
- Rotational controls and relative controls. Two control methods the first one geared towards keyboard use, the second designed for easier analogue joystick control.
- The PC will begin to interact with the environment; specifically s/he will be able to collect items, push/pull objects along the floor and use power-up pads.
2. Room transitions will be implemented. When a door is opened by the PC they will be seen passing through it but the camera will not follow. A new scene will then be displayed showing the character in the new area. Naturally this is a two-way process, i.e. the PC can pass back and forth through the doorways.
 3. Non-player character (NPC) generation will be implemented. NPCs will appear within the world at their start co-ordinates, but they will not move (yet).
 4. The on-screen player information display will be implemented, relaying a variety of statistics such as energy level, weapon level, etc.

End of April

1. Blockjaw will follow the player around the landscape and can be summoned into the scene.
2. Blockjaw commands will be implemented, allowing the player to order Blockjaw to sit, dig and attack.

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3. The PC's weapon will be implemented. The weapon will aim and shoot, and projectiles will collide with the environment.
4. The NPCs will navigate around the landscape by following a set of preset waypoints (fixed locations on the game map that are invisible to the player but that NPCs follow like markers on a trail).
5. It will be possible to destroy NPCs with the weapon; after a preset time they will then rebuild themselves.
6. The inventory will be implemented, allowing the player to view any collected items such as bricks, building plans, etc.
7. The PC will be able to enter and drive vehicles around the environment.

End of May

1. The remaining lead character will be designed, modelled and able to run and jump within the game environment. Creating further PC actions (and their corresponding animation frames) will be an ongoing task over the next two months (up to the end of July).
2. The player will be able to build objects from building plans using the bricks they have collected. The object will be built on-screen after which the player will be able to use it.

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When a PC is attacked, their personal 'shield' will be seen to flash and the energy meter will deplete.

NPCs (Insectoid mini-figs) can attack the player and cause damage.

The front-end model for the game will be implemented, although it will not function as an interface to the game.

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~~The remaining lead character will be designed, modelled and able to run and jump within the game environment. Creating further PC actions (and their corresponding animation frames) will be an ongoing task over the next two months (up to the end of July).~~

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~~The player will be able to build objects from building plans using the bricks they have collected. The object will be built on-screen after which the player will be able to use it.~~

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~~NPCs (Insectoid mini-figs) can attack the player and cause damage. The front-end model for the game will be implemented, although it will not function as an interface to the game.~~

Proposed following schedule

After the evaluation period is complete we aim to have all of the key features of the game that could possibly effect gameplay and/or game performance in place. The known tasks that are not part of this evaluation period are the cut-scenes, cut-scene player, anything that uses Doc Kompass and the animation blending.

We estimate that it will take around 6 weeks for each of the 6 zones to design, build and code any specific items. This includes landscapes, buildings, puzzles, specific characters, cut-scenes and bosses. The 6 week window will also be considered when designing each level. At this time we do not have any final information as to the content for each level and so can not give an accurate schedule.

Risks

The implementation of this prototype schedule has some unknown quantities where the design and subsequent design approval takes place. We have factored in a reasonable amount of time for these processes but they are unlikely to be accurate, some may be quicker and some may be longer and may cause subsequent delays. The design is understood to be an iterative process involving both LEGO Media (LMI) and Krisalis Software.

Contact

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