<u>**Formal DF Development Outline + Thought Process:**</u>

It has been about a year since I started developing Dream Flash as my full time gaming project. In that time I've managed to add all of the basic mechanics and bare minimum features that are required to call the game a "game". Demo's 1 through 7 involved me adding basic features like shooting, weapons, bosses, rooms and floors. Demo 6.5 and post have involved me adding things like settings, save games, and a bunch of quality of life features that make the game more than just a tech demo.

I've been developing the game with a rush mentality, I wanted to finish every demo as quickly as possible so I could get out the game at the time that I had originally projected, which is Q2 2020. However, now I realize that I can and should take my time, because in doing so I would be able to create the best game I can possibly make. Me getting an artist on board to help out with dream flash also was part of my rush mentality. My thought process at the time was that me working on the programming and the art would take up extra time and if I had an artist I could produce faster. However this was not the case and having an artist wasn't really improving the game like I wanted, or as fast as I wanted. Now that I feel no desire to rush I've decided that for the time being I am going to be making the art for the game myself. I have always wanted full control of every aspect of the game so it can be how I envisioned it, and now this decision to make the art myself will give me even more creative control over things.

I now view Dream Flash development in terms of 3 phases, with release concluding at the end of the 3rd phase. I am now entering what I view as the second phase of development. During this second phase I will be renovating the game's appearance from the ground up. This means adjusting a lot of the current content to be more in line with what I envision, adding more polish to every aspect, and completely revamping the art style to be how I want it to be.

Phase 1 – Bare Bones Game (Demo 1–8)
–> This phase consists of me adding all of the bare minimum features in order for the game to be playable. The goal at the end of this phase is for the game to be available on Steam early access for feedback from a small pool of players.

- ❖ **Flash + Feel + Dream**
- ❖ **Going from field to field**
- ❖ **Completable chapters**
- ❖ **Boss Pool System**
- ❖ **Boss Champ/Boost System**
- ❖ **Weapon System**
- ❖ **Item Field System**
- ❖ **Heart System**
- ❖ **Teleport System**
- ❖ **Essence System**
- ❖ **Class Stats System**
- ❖ **Shop/Recall System**
- ❖ **Recollection Index + Soul Menu**
- ❖ **Music Track Introduction**
- ❖ **Field Environment Introduction**

Phase 2 – Feature Complete Game (Demo 9–13?)

-> This phase consists of me adding all of the game play features that will be present in the game. The game will feel much more complete and interesting throughout this process. The goal at the end of this phase is for the game to be available for mass showcase to small/medium sized streamers and for a wider audience than just the Ramaf Party community.

❖ **Completely New Art Style**
❖ **Boss Attack Animations**
❖ **Soul Animations**
❖ **Soul Status Effects**
❖ **Boss Status Effects + More Interactable Damage Reception (Element Weaknesses, Weak Boss Regions)**
❖ **Game Sound Effects**
❖ **More Field Types**
❖ **More Item Types**
❖ **More Backgrounds**
❖ **More Music Tracks**
❖ **Fleshed Out Spiritual Stat System**
❖ **Run Saving**
❖ **More Game Settings**

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Phase 3 – Fleshed Out Game (Demo 14-18?)
-> This phase is where I continue to add content to the game, and flesh out the features that have been introduced during phase 2. A run through the game will also finally be completed by the end of this phase. The goal at the end of this phase is for the game to be finished, and for it to be ready for the big streamers and an even wider audience to play.

❖ **Nightmare**
❖ **Even More Content**
❖ **Fleshed out secret features**
❖ **Run Ends**

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I originally had 16 Demos planned with 16 being the final one, but I now think having 18 demos is a better idea in order for everything to be fleshed out.

At the present moment I am unaware of how long this will take but I do know that by the end of this I will be satisfied with how the game looks and plays. Taking my time with this project is the best for everyone, and at the end of all of this I hope that an exceptional game will have been finished.