

## Design Intention

- Atmospheric, calm, emotional
- thought-provoking

## Game Engine

- Godot

## Gameplay

- Walking Simulator
- Narrative Exploration Game
- Event-Driven Adventure

## Story

-We want to tell the story of Elida Rosa, a lesbian Colombian woman who dedicated her life to helping others and fighting for queer rights. Her story addresses the AIDS epidemic, lavender marriages, and the "conflict" between Catholicism and queerness.

## What are the biggest challenges?

1. Building an Event Trigger System
  - Use trigger zones (colliders or invisible areas) that activate events when the player enters them.
  - Implement an Event Manager that ensures events are only triggered once or under specific conditions.
2. Sequence and Order Logic
  - Save story progress (keep track of which events have been triggered).
  - Check conditions for each event before triggering them.
3. Maintaining Atmosphere and Mood
  - Use consistent, immersive sound design (ambient sounds, dynamic music).
  - Keep a unified visual style and consistent lighting throughout the game.
4. Testing and Debugging

## What are the project milestones?

08.05. Game Design - Script - Art steht fest  
15.05. Art für das Test Level ist komplett  
03.06. Testlevel fertig  
19.06 Art fertig  
26.06. Synchro  
09.07 Spiel und alles für die Abgabe fertig