

# WIP: Basic Requirements For The Projects Goals

**tanuki night at the meowseum requirements as described by Alice , with Embers goals in mind**

we should select a few real world museums to blend styles from to make our unique museum

the style of post fall modernism,

a place once for public use, now faded into disuse with the fall of mankind.

but the security robots remain roaming the halls.

renewable power means they might guard this place forever.

Concept art , style agreement, modeling scope decided

blender needs

1 tanuki model

concept

model

rig

animation

1 guard bot

concept

model

rig

animation

1 basic level modular pack begun.

floor tiles,

wall tiles,

window frames,

props

concept ,style, reference needed for all

vase

statue

pole that you hang

the velvet rope on

the velvet rope

painting frames

diamond

pedestal

ceiling lights

display cases

anything that would go in a case

take your pick

go wild

security camera

laser emitter

mirror deflector.

the outside of the museum where you get put before selecting an entrance

needs foliage, trees, grass, pavement and such.

to begin imagine our museum is nothing but, vases paintings and a diamond.

variety of objects increase as people claim a desire to add something.

personally i think making parody of real pieces of art is fun.

like a simpler or funny version of the original.

or when you turn into something, you are like the original.

but with like little cute ears and theres a racoon face on the object.

godot needs:

player capsule controller,

idle,walk,run state machine

guard,

idle walk run state machine

navmesh

grey box level layout basics.

security camera set up.

Tooling pipeline requests:

a way to turn out modular architectural kit , into a level, faster.

aka snapping scripts based on object selected, not sure what blender is capable of.

might already exist.

week one should end with a grey box level of no specific design explored by one capsule collider 3rd person action character controller.

we should have a clear concept of the museums look,

we should have v1 of our guard bot and camera drawn,

and maybe modeled but not animated and textured,

that we can place into the scene

and start building things like vision cones, follow systems,

work out the code for navigating the nav mesh,

before we start loading the scene with production models we should focus on basic function and form

in preparation for week 2 we could aim to have modeled, rigged ,and animations roughed out for our two animated characters.

and some agreed form for the the layout of our museum formed through greyboxing the space out. and doing flat floorplan drawings.

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