**Art**

Level – **Ground/Platforms** **– DONE /**Background  
Pawn  
Bishop  
Frog  
FrogSpawn (original spawners and frog death spawn?)  
Knight  
Resurrect text & loading bar  
JoanOfArc  
UI – Score text, player health, “knight spell” status

Main menu ? consists of start button and options button for sound.

**Programming/Unity**

Pawn & Frog AI – move to nearest pawn/frog & fight, if no pawns, frogs move to bishop?  
Pawn&Frog health & damage  
**scoreboard – score increasing depending on...**. **– DONE**   
Frog Death – become spawn, wait certain time, respawn as frog.   
**Resurrecting pawns – making the loading bar increase – DONE   
Moving the pawns around by picking them up – DONE**   
bishop health   
knight spell – summoning, movement destroying frogs etc.  
UI  
JoanOfArc – spawns after certain time, her damage, health & AI

Main menu functioning – start & options to control sound.

**Audio**

Voice Acting – Joan of arc, bishop(few phrases, random chance of saying it each one when he resurrects a pawn, however most of the time says nothing)  
summoning complete noise?  
Background song  
horse neighing for when the knight comes in

**Game design**

Decide how the player is going to build a score  
decide bishop and pawns health