

Metallic Clashers Art



Private

Project Information And Notices

**Next Milestone Goal Date**

🕒 Mar 29 1 0/1

**Milestone Goal Three**

🕒 Apr 24 1

**Final Assessment Due Date**

🕒 May 1 1

Git Hub Issues

2

Feedback

4/4

Feedback from 3/27/2017 -
3/29/2017

2

3/6

5

Feedback from 4/4/2017

2

Feedback from 4/12/2017

☰ 1 1

Assets



Art bible

👁 1



Art document

☑ 0/5

Post mortem

🕒 Apr 28 ☑ 0/7

Backlog

what happens when you get hit

💬 1

what happens when you hit something


Atk/Def transition animation


Tap screen cursor

Title screen

JM





Stage select background



 1



To-Do

Items = function and form

   2  3/7






Doing

Review



Finished


Play and Credits button on Title Screen

  1



Enemy concepts

 Apr 5  1

 JM

Arrows pointing on enemy

Character animations

☑ 0/10



JM

2nd 3d enemy

🕒 Apr 24



JM

Tokens

👁 🕒 Apr 4 💬 3 🔗 4 ☑ 1/2



Quit warning menu

👁 🔗 1



Title screen logo

👁



UI fix-up

👁️ 🔒 1



Main button

👁️ ☰



Stage info on Stage Select

👁️ 🔒 1



Stamina area

👁️ ☰



Item loadout/selection

👁️



Enemy HP

👁️ 🔒 1 ☒ 0/3



Arrows for swiping on Stage Select

👁️



Music and Sound icons crossout



Enemy explosions

🕒 Apr 12 ☰

JM

Graybox 3D enemy background

JM

Node for stage select (and possibly
bg for it)

💬 1 📎 1



Menus

💬 1 📎 2 ✅ 5/5



JM

UI elements

👁️ 📎 2



Combat bg

👁️ 💬 1 📎 2

