

☒ **Must Have**

☒ **Game Design**

- ☒ Disable one sided enemy so it doesn't spawn anymore

☒ **Graphic**

- ☒ New exit sprite (door from side view barricaded with furniture)
- ☒ Support beams sprite rework
- ☒ All sprites except background textures outlined in correct color
 - ☐ Doors
 - ☒ Enemies
 - ☒ Furniture
 - ☒ Ground tiles
 - ☒ Ladders
 - ☒ Spawners
 - ☒ Walls

☒ Figure out the best background texture

☒ Hammerjaeger

- ☒ Shrink Hammerjaeger from 72 pixels to 64 pixel height
- ☒ Outline Hammerjaeger
- ☒ Make shoes into more organic form
- ☒ Take out/select correct animation frames: Hammer resting on shoulder, Hammer overhead, Hammer on ground (with smear frame),
- ☒ Smear frame only when hammer is going down (not up)
- ☒ Fix hammer on ground sprite to prevent hammer from being cut off.
- ☒ Hammer on ground total sprite length max. 80 pixels!

☒ Hammerjaeger add walking and hammering animation

☒ Frames:

- ☒ Hammer rests on shoulder: (left foot in front, contact with ground)
- ☒ Hammer overhead: (right foot passes left leg)
- ☒ Hammer on ground: (right foot in front, contact with ground)
- ☒ Hammer mid height: (left foot pass right leg)

☒ Enemy new sprites for enemy types (different silhouettes)

- ☒ Healing
- ☒ Shockwave
- ☒ Spawning

☒ Logo: Hammer head with a cool shaped H letter on it

- ☒ High res.
- ☒ Low res.

☒ **Audio**

- ☒ Figure out bpm of current soundtrack
- ☒ Fix bpm change in current soundtrack

☒ **Code**

- ☒ Implement rhythmic hammer beat sfx
- ☒ Synchronize hammer beat to music beat

☐ Should Have

☐ Game Design

- ☐ Test enemy with multiple HP
- ☒ Win screen
- ☒ Game over screen
- ☒ Menus
- ☒ Level design, try slower movement Hammerjaeger and more puzzle like design
- ☒ Try it with fewer but faster enemies

☐ Graphic

- ☒ Hammerjaeger climbing animation (no hammering)
 - ☒ Left arm up sprite
 - ☒ Right arm up sprite
- ☒ Hammerjaeger falling animation (no hammering)
 - ☒ One falling state sprite
- ☐ Hammerjaeger jumping animation (no hammering)
 - ☐ Squat state
 - ☐ In the air state
 - ☐ (Then copy squat state)
- ☒ Shockwave animation
 - ☒ Sprite shockwave from center outwards
 - ☒ Figure out how many sprites and needed
- ☒ Enemy smashed sprite (figure out how many sprites each one needs, robots into pieces)
 - ☒ Normal
 - ☒ Healing
 - ☒ Shockwave
 - ☒ Spawning
- ☒ Generator
 - ☒ Sprite
 - ☒ Animation
 - ☐ Lights off
 - ☒ Lights on
- ☒ Spawner new sprite

☒ Code

- ☒ Furniture Particle effect, animation, broken state or physics based scraps

Enemy with multiple HP

Nice to have

☐ Graphic

- ☐ Hammerjaeger intro animation (no hammering)
 - ☐ Frames:
 - ☐ Hammer rests on shoulder: (left foot in front, contact with ground)
 - ☐ Hammer overhead: (right foot passes left leg)
 - ☐ Hammer on ground: (right foot in front, contact with ground)
 - ☐ Hammer mid height: (left foot pass right leg)
- ☐ Enemy types attack exit barricades animation
 - ☐ Normal
 - ☐ Figure out how many sprites are appropriate
 - ☐ Healing
 - ☐ Figure out how many sprites are appropriate
 - ☐ Shockwave
 - ☐ Figure out how many sprites are appropriate
 - ☐ Spawning
 - ☐ Figure out how many sprites are appropriate

☐ Code

- ☒ Enemies flee from Hammerjaeger
- ☐ Enemy defeated by jumping on top of it
- ☐ Enemy has to be knocked against a wall to be killed
- ☒ Separate spawners from Generators
- ☐ Enemy fall animations (one sprite each)
 - ☐ Normal enemy
 - ☐ Healing
 - ☐ Shockwave
 - ☐ Spawning
- ☐ Make jump height depend on how long the squat state is held through pressing down the jump key