

WBS Gate 03

☐ Must Have

☒ Game Design

- ☒ Increase play duration of level
- ☒ Balance Robotor Spawn rates and ratios
 - ☒ Less heal robots
 - ☒ Balance Hammerjaeger and robots speed
- ☒ Reduce number of platforms, especially in the upper level
- ☒ Place outdoor/street ground tiles in level

- ☒ Remove spawners / place them on top out of view
- ☒ Figure out check mark problem in DOC

☐ Marketing & Documentation

- ☒ Klären, was da alles zu tun ist, CD, Webpage, Gameplaytrailer etc.
- ☐ Auf jeden Fall 3 DVD-Boxen
 - ☒ Boxen
 - ☒ Cover
 - ☐ Inlet Häftchen
 - ☐ CD mit Spiel
- ☒ Steampage oder Facebook page als Mockup
- ☒ Game Design Document
- ☒ Weitere Domentationen (einfach zeigen, was wir gemacht haben ist okey)
- ☒ Digitale Pressemappe
 - ☒ Spielebeschreibung PDF
 - ☒ Min 5 Screenshots
 - ☒ Das Logo
- ☒ Gameplay Trailer: Gameplay video

☒ Graphic

- ☒ Level
 - Create ground sprite outdoor/street

- ☒ Enemies
 - ☒ Icons to distinguish between enemy types (into enemy sprites)
 - ☒ New shock wave animation: Laser

- ☒ Hammerjaeger add walking and hammering animation
 - ☒ Remove retrieve animation frame in all animations
 - ☒ Instead: Add Hammer on Ground frame without smear frame

- ☒ Generators
 - ☒ Shield while spawning animation
 - ☒ Ripped off cable sprite
 - ☒ Regenerating Damage Shield Sprite

☒ **UI/Menues**

- ☒ Make logo bigger and write Hammerjeager on it
- ☒ Improve Buttons
- ☒ Improve Background
- ☒ Level selection screen level overview
 - ☒ Look at Donkey Kong for reference
- ☒ Cheer on text pop up on enemy kill (e.g. “Awesome”, “Keep it up”, “Hammer ON!, “What an efficient hit!”, Maximized “Efficiency”, “Fatality!”)
- ☒ Win Screen
- ☒ Game over screen
- ☐ Credits

☐ **Code**

- ☒ Propagating Shockwave
- ☒ Fix/Improve jump
- ☒ Fix Ladders climbing
- ☒ Additional modifier for balance
- ☒ Spawners can only be attacked when they don’t spawn?
 - ☒ No
- ☒ Regenerating Damage Shield for Generators

☐ **Should Have**

☐ **Game Design**

- ☐ Test enemies with multiple HP?

☐ **Code**

- ☐ Cheer on text pop up on enemy kill (invoke on death)
- ☒ Fire out how to better sync hammer animation to beat
- ☒ Enemies flee from Hammerjaeger
- ☒ Enemies with multiple HP?
 - ☒ No
- ☒ Win and loss screens
 - ☒ On win or loss: background blurs out and “You Win” or “You Lose” are shown

- ☐ Add multi kill counter for shockwave kills
- ☐ Fix soundtrack can't be paused by ticking "can be affected by game time"

☒ **Audio**

- ☒ Record cheer up chases

☐ **Nice to have**

☐ **Graphic**

- ☐ Hammerjeager thematic intro sequence
- ☐ Theatric exit (freeze frame + you won text)
- ☐ Code
- ☒ TV sprite (furniture) Harun

☐ **Game Design**

- ☐ If multiple levels, introduce enemy types with every level

☒ **Code**

- ☒ Eigenen Animator schreiben