

WBS Hammerjaeger

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Category	Goal	Task	Department	Progress
Credits Screen	credits	write credit & design	GD	
Enemy	movement	animation of enemy moving	Animation	
Enemy	movement	enemy moves sprites	Art	
Enemy	movement	implementation	Code	
Enemy	tum at wall	implementation	Code	
Enemy	randomly change direction after fall	implementation	Code	
Enemy	spawn and randomly walk left or right	implementation	Code	
Spawner	spawn enemies every x time public float	implementation	Code	
Spawner	pause spawning for x time public float	implementation	Code	
Enemy	deals damage to population health on exit	implementation	Code	
Enemy	die on hit	implementation	Code	
Game Over Screen	retry game button	button design	Art	
Game Over Screen	exit to menu screen button	button design	Art	
Game Over Screen	exit to menu screen button	implementation	Code	
Hammerjaeger	movement	animation of Hammerjaeger moving	Animation	
Hammerjaeger	movement climb	animate Hammerjaeger going upstairs	Animation	
Hammerjaeger	movement	sprites of Hammerjaeger moving while hammering	Art	
Hammerjaeger	standing	sprites of Hammerjaeger standing while hammering	Art	
Hammerjaeger	movement climb	sprite of Hammerjaeger climbing up	Art	
Hammerjaeger	hammer attack	hammer hit enemy sound (unimpl)	Audio	
Hammerjaeger	hammer attack	implement hammer hit ground sound	Audio	
Hammerjaeger	movement	implementation move left and right	Code	
Hammerjaeger	movement climb	implementation going upstairs	Code	
Hammerjaeger	movement jump down platform	implementation (S button makes Hammerjaeger fall through platform)	Code	
Hammerjaeger	hammer attack	implementation (hit box moves, strike active time)	Code	
Level	platforms	texture of a platform	Art	
Level	ladders	sprite of a ladder	Art	
Level	spawner	sprite of a spawner	Art	
Level	door (exit point)	sprite of a door	Art	
Level	spawner	spawner can be attacked and destroyed	Code	
Level	layout	design level layout	GD	
Level	layout	apply textures in level	GD	
Level	game over state	switch to game over screen when health hits zero	Code	
Menu Screen	start game button	button design	Art	
Menu Screen	exit game button	button design	Art	
Menu Screen	credits button	button design	Art	
Menu Screen	start game button	implementation	Code	
Menu Screen	exit game button	implementation	Code	
Menu Screen	credits button	implementation	Code	
UI	health bar spawner	implementation (spawner health + health bar)	Code	
UI	health bar population	health bar design	Art	
UI	health bar population	implementation	Code	

Category	Goal	Task	Department	Progress
Disruptive Enemy	exploding enemy	animation of exploding enemy moving	Animation	
Disruptive Enemy	exploding enemy	animation of explosion blast	Animation	
Disruptive Enemy	resurrectable enemy	animation of resurrectable enemy moving	Animation	
Disruptive Enemy	two sided enemy	animation of two sided enemy moving	Animation	
Disruptive Enemy	two sided enemy	animation of the halves of the enemy moving	Animation	
Disruptive Enemy	one sided enemy	animation of one sided enemy moving	Animation	
Disruptive Enemy	armoured enemy	animation of armoured enemy moving	Animation	
Disruptive Enemy	armoured enemy	animation of armour breaking	Animation	
Disruptive Enemy	spawning enemy	animation of spawning enemy moving	Animation	
Disruptive Enemy	toss-able enemy	animation of toss-able enemy moving	Animation	
Disruptive Enemy	exploding enemy	sprites of exploding enemy moving	Art	
Disruptive Enemy	resurrectable enemy	sprites of resurrectable enemy moving	Art	
Disruptive Enemy	resurrectable enemy	sprite of "dead" resurrectable enemy	Art	
Disruptive Enemy	two sided enemy	sprites of two sided enemy moving	Art	
Disruptive Enemy	one sided enemy	sprites of one sided enemy moving	Art	
Disruptive Enemy	armoured enemy	sprites of armoured enemy moving	Art	
Disruptive Enemy	spawning enemy	sprites of spawning enemy moving	Art	
Disruptive Enemy	toss-able enemy	sprites of toss-able enemy moving	Art	
Disruptive Enemy	exploding enemy	enemy that explodes a short time after being hit and knocks Hammerjaeger 2 platforms up or down (randomly or where there is space respectively)	Code	
Disruptive Enemy	resurrectable enemy	enemy that can be revived after hit by other enemy passing by OR completely destroyed after two hits	Code	
Disruptive Enemy	two sided enemy	enemy that can only be destroyed when hit once from the front and once from the back AND walks in the opposite direction than it has been hit from	Code	
Disruptive Enemy	one sided enemy	enemy that can only be hit from ONE specific side	Code	
Disruptive Enemy	armoured enemy	enemy that can only be destroyed when Hammerjaeger jumped before the hammer hits him (jump attack)	Code	
Disruptive Enemy	spawning enemy	enemy that spawns two regular enemies when hit	Code	
Disruptive Enemy	toss-able enemy	enemy that is knocked back into the direction that it has been hit from AND can only die when it is hit into a wall	Code	
Hammerjaeger	movement jump	animation of Hammerjaeger jumping	Animation	
Hammerjaeger	movement jump	sprites of Hammerjaeger jumping while hammering	Art	
Hammerjaeger	hammer attack	feedback effects	Art	
Hammerjaeger	hammer attack	feedback effects	Audio	
Hammerjaeger	movement jump	Hammerjaeger jumps	Code	
Level	background	sprite of a wallpaper tile	Art	
Level	background	sprite of a brick wall tile	Art	
Level	background	sprite of a wooden panelling tile	Art	
Level	destructible furniture	furniture objects can be set to a destroyed state and are furthermore no longer interactable	Code	
Supportive Enemy	trap enemy	animation of trap enemy moving	Animation	
Supportive Enemy	repairing enemy	animation of repairing enemy moving	Animation	
Supportive Enemy	repairing enemy	animation of repagining enemy repairing the door	Animation	
Supportive Enemy	shock wave enemy	animation of shock wave enemy moving	Animation	
Supportive Enemy	shock wave enemy	animation of shock wave	Animation	
Supportive Enemy	trap enemy	sprites of trap enemy moving	Art	
Supportive Enemy	trap enemy	sprite of trap	Art	
Supportive Enemy	repairing enemy	sprites of repairing enemy in normal mode moving	Art	
Supportive Enemy	repairing enemy	sprites of repairing enemy in repair mode moving	Art	
Supportive Enemy	shock wave enemy	sprites of shock wave enemy moving	Art	
Supportive Enemy	trap enemy	enemy that becomes a trap for x amount of enemies after been hit	Code	
Supportive Enemy	repairing enemy	not destroyed when hit but instead rebuilds/repairs exit door by one HP when it gets there and destroys itself after	Code	
Supportive Enemy	shock wave enemy	enemy that when hit creates a shock wave that hits all enemies on the same platform	Code	