**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

Support beams

Walls

Figure out the best background texture

Hammerjaeger

Shrink Hammerjaeger from 72 pixel to 64 pixel hight

Outline Hammerjaeger

Make shoes into more organic form

Take out/select correct animation frames: Hammer resting on shoulder, Hammer overhead, Hammer on ground (with smere frame),

Smere 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**

* Should have
* Hammerjaeger climbing animation (no hammering)
* Hammerjaeger falling animation (no hammering)
* Hammerjaeger jumping animation (no hammering)
* Enemy fall animations
  + Normal
  + Healing
  + Shockwave
  + Spawning
* Enemy smashed sprite (robots into pieces)
  + Normal
  + Healing
  + Shockwave
  + Spawning
* Generator animation
* Spawner new sprites
* Furniture
  + Particle effect, animation, broken state or physics based scraps
* 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
* Nice to have:
* Nice to have: Hammerjaeger intro animation (no hammering)
* Enemy types attack exits barrication extra animation
  + Normal
  + Healing
  + Shockwave
  + Spawning
* Enemies flee from hammerjaeger
* Enemy defeated by jumping on top of it
* Enemy has to be knocked against a wall to be killed