**Must Have**

**Game Design**

Disable one sided enemy so it doesn’t spawn anymore

Playtest to find enemy counter bug

Time intro scene text to music beat

Figure out solution for enemy death sfx delay because of hammer hit hotbox active time is not 0

**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

Ground tiles

Ladders

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 140

Fix bpm change in current soundtrack

Synchronize hammer beat to audio

**Code**

Implement rhythmic hammer beat sfx

Synchronize hammer beat to music beat

Synchronize first beat after into in music to first hammer hit in game after cut scene

Implement SFX on every Hammer hit

Rewrite code architecture for synchronization to music

Animation speed anpassen

**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

Separate spawners from Generators

Enemy with multiple HP

Animation States

Level selection

**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

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