**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

Controls explanation picture

**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

**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

Add multi kill counter for shockwave kills

Fix soundtack can’t be paused by ticking “can be affected by game time”

**Should Have**

**Game Design**

Test enemies with multiple HP?

**UI/Menues**

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**

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

**Audio**

Record cheer up chases

**Nice to have**

**Graphic**

Hammerjeager thematic intro sequence

Theatric exit (freeze frame + you won text)

Code

Closet sprite (furniture) Harun

**Game Design**

If multiple levels, introduce enemy types with every level

**Code**

Eigenen Animator schreiben