**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

Drastically reduce climb up speed to prevent rushing

Remove spawners / place them on top out of view

Figure out check mark problem in DOC

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

**Marketing & Documentation**

Klären, was da alles zu tun ist, CD, Webpage, Gameplaytrailer etc.

**Graphic**

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

**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

Entrance cut scene add Countdown

**Code**

Propagating Shockwave

Remove jump

Additional modifier for balance

Spawners can only be attacked when they don’t spawn?

**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

**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?

**Audio**

Record cheer up chases

On win or loss: background blurs out and “You Win” or “You Lose” are shown

**Nice to have**

**Graphic**

Hammerjeager thematic intro sequence

Theatric exit (freeze frame + you won text)

Code

Eigenen Animator schreiben

**Game Design**

If multiple levels, intruduce enemie types with every level