Arnau Balasch & Haosheng Li
WizHat Studio
Project I
Videogame Design, UPC
2024

TASK LIST

REPOSITORY LINKS:

Main repository: https://github.com/Balar05/Vampire_Killer/

Provisional repository: https://github.com/Balar05/VK_Provisional

Team member	Task	Time
Arnau	Scene creation	1 hour
Arnau	Level background (add all the level backgrounds and the logics to change between one level and another).	4 hours
Arnau	Stairs logic (implement climbing the stairs of the game). [Not implemented in the version 0.5 due to game crash, will fix it for the next one]	3 hours
Arnau	Add tileset (initialise all the tiles and put the positions in where they are in the tilemap).	1 hour
Arnau	Work on intro (fix some intro issues such as the scale)	1 hour
Arnau	Fix bugs (fix some bugs in the attack animations, level transitioning).	1 hour
Arnau	Develop camera limits (the player cannot move outside the established limits)	1 hour

Arnau	Provisional UI (create provisional lives UI and the functions to decrease lives).	1 hour
Arnau	Implement additional player variables and functions (get player position, get player lives, player x and y limits)	1 hour
Arnau & Haosheng	Create base project	1 hour
Arnau & Haosheng	Create the base project structure (all the different classes and files such as Game or Scene).	3 hours
Haosheng	Player animations(walking, sneaking, jumping, attack and attack logic)	5 hours
Haosheng	Intro (added main menu, intro animations)	4 hours
Haosheng	Credits (added the credit final animation)	1 hour
Haosheng	Fixing bugs (fix some bugs in the stair logic, level transitioning).	2 hours
Haosheng	Sprite sheets (create all the sprite sheets (player, enemies, intro and outro, tile maps and level backgrounds)	2 hours
Haosheng	Music (added attack	1 hour

| | sound, intro music, level music) | |