Aeon TODO List

# **Art Tasks:**

* Player death animation
  + Right now we take a frame from the jump animation and just rotate the player around.
  + Perhaps we could draw a better image for this. One that’s goofier (with eyes open) and looks more like dying.
* Debris sprites for wooden and steel crates
  + Try making a few images of potential debris/particles, and then the game can have it be thrown from the crate when t’s destroyed.
* New treasure sprites
  + Now that we’ve decided to use treasure, rather than key cards.
* Redesign arrows
  + It’s very hard to tell which direction an arrow is facing when you look at it. We need to experiment with different designs to fix this problem.
* Design the end portal
  + The “hit box” for the end portal will be 32 by 32, but the entire sprite will probably be larger. Perhaps it can look like a gate of some kind?
* Player spawn animation?
  + Do we need one? Will it look like they’re being teleported into that spot?

# **Livio’s Tasks:**

# THIS WEEK’S PLAN

1. need plan

# LEVEL EDITOR

* **IMPORTANT:** update colors for editor’s level props and help screens
* **IMPORTANT:** figure out how to best handle too many tabs
  + Most likely scaling tabs, like what Chrome does. Shouldn’t expect user to have so many levels open
* **IMPORTANT:** Disable topbar buttons and file menu items when they don’t do anything
* **IMPORTANT:** editing dimensions should not delete old data.
* **IMPORTANT:** warn players when closing an unsaved level
  + Warn both in the game and in the browser (javascript)
* **IMPORTANT:** implement undo/redo
* **IMPORTANT:** save/publish level to the forums
  + should warn players about backwards compatibility
* MAYBE: Flip/Rotate selection
* MAYBE:pressing tab should not trigger everything with buttonMode = true;
* MAYBE:add Ctrl+Mousewheel zoom
  + add zoom to focus on mouse position
* MAYBE: make editor scroll to follow the mouse when click and dragging
* MAYBE: When a selection is made, buttons for copy, cut, clear, and fill (?) should appear
  + need to design how this will look like
  + then need to implement it
* MAYBE:add context menus to level editor

# MENUS

* **IMPORTANT:** preloader
* **IMPORTANT:** credits
* **IMPORTANT:** polish HUD to deal with tons of treasure
* **IMPORTANT:** design better jump-to-start screen
* **IMPORTANT:** design level select screen, to play levels from database

# GAME

* **IMPORTANT:** Checkpoints should write to level code so that they can be saved
* **IMPORTANT:** refactor camera //do at home, may require research
  + ability to move camera with facingright and up and down
* **IMPORTANT:** polish player controls
* **IMPORTANT:** polish how objects fall
* **IMPORTANT:** optimize explosions
* **IMPORTANT:** ladders
* **IMPORTANT:** gems

# WATER

1. **IMPORTANT:** how to implement water?
   * -water level (easy)
   * -water tap (hard)
   * -water drain
   * -water squares?

# SOUND

1. **IMPORTANT:** Better sound effects
2. **IMPORTANT:** Lower volume

# OPTIMIZATIONS

* **IMPORTANT:** Fix the “island of references” glitch with Level’s garbage collection
* **IMPORTANT:** Create object pools for tiles, so that we don’t have to create new objects when restarting all the time
  + Have a 1D array with a pointer in the middle. Objects to the left are being used. Objects to the right are free
  + Have pool grow when needed maybe have a threshold for when to shrink the array.
  + Public function (type:Class, len:int){ … new type(); }
* **IMPORTANT:** Replace Sprite’s that don’t need to contain things (or listen to mouseevents) with Shape’s