

### Task Difficulty

- ◆ : Hard
- ◆ : Medium
- ◆ : Easy

### **Project Tasks**

- ◆ Decide what project we are going to make and what platform/language to use
- ◆ Research Unity tutorials
- ◆ Create first scene
- ◆ Gather free use assets for project Research and experiment with tilemap
- ◆ Gather more free use assets
- ◆ Create GitHub Repo. Invite all members
- ◆ Research Unity with GitHub
- ◆ Implement Unity with GitHub
- ◆ Implement player movement
- ◆ Ensure build stability for Mac and Windows

### **Implement Tutorial Dungeon**

- ◆ Design Room 1 Layout and interaction
- ◆ Fix object layering bug
- ◆ Implement Player opening chest functionality
- ◆ Design room 2
- ◆ Design room 3
- ◆ Implement Player Attack
- ◆ Implement Monster HP
- ◆ Implement Monster Spawning
- ◆ Give player sword only after opening chest
- ◆ Player opens chest by pressing spacebar in front
- ◆ Implement Monster movement
- ◆ Implement Monster Attack (Knockback player)
- ◆ Unlock door once monster is killed
- ◆ Implement room transition
- ◆ Create room 2
- ◆ Set up room 2 puzzle
- ◆ Room 2 transition
- ◆ Create room 3
- ◆ Implement Boss Mob
- ◆ Implement unlock door once boss dies
- ◆ Create Exit game door transition

### **Project 3 bugs**

- ◆ Fix layering of objects and player
- ◆ Fix out of bounds knockback

- ◆ Fix diagonal hitboxes
- ◆ Add entrance door to room 2

## **Town**

- ◆ Design Overworld
- ◆ Tilemap Overworld
- ◆ Add forest path to tutorial
- ◆ Add houses
- ◆ Add path to dungeon
- ◆ Storyboard
- ◆ Add scene transition between your house
- ◆ Camera following player up until boundary
- ◆ Beginning Cutscene

## **Necessary game additions**

- ◆ Death animation
- ◆ Player Health
- ◆ Game over screen
- ◆ Main menu
- ◆ Respawn (transform position to most recent initPosition)
- ◆ Save progress on game reload

## **Dungeon 1**

- ◆ Design Layout/Puzzles
- ◆ Tilemap Dungeon Rooms
- ◆ Choose Mobs per room
- ◆ Decide how powerup helps beat dungeon
- ◆ Choose Mob drops
- ◆ Sword powerup
- ◆ Boss Room/Fight
- ◆ Dungeon 1 Entrance Transition
- ◆ Implement Mob Drops
- ◆ Implement each room once chosen