

### Task Difficulty

- ♦ : 4+ days to complete
- ◆ : 1-3 days to complete
- ◆ : 1 day or less to complete

### **Project Tasks**

- ID: 1: ◆ Decide what project we are going to make and what platform/language to use
- ID: 2: ◆ Research Unity tutorials
- ID: 3: ♦ Create first scene
- ID: 4: ◆ Gather free use assets for project Research and experiment with tilemap
- ID: 5: ◆ Gather more free use assets
- ID: 6: ◆ Create GitHub Repo. Invite all members
- ID: 7: ◆ Research Unity with GitHub
- ID: 8: ♦ Implement Unity with GitHub
- ID: 9: ◆ Implement player movement
- ID: 10: ◆ Ensure build stability for Mac and Windows

### **Implement Tutorial Dungeon**

- ID: 11: ◆ Design Room 1 Layout and interaction
- ID: 12: ◆ Fix object layering bug
- ID: 13: ◆ Implement Player opening chest functionality
- ID: 14: ◆ Design room 2
- ID: 15: ◆ Design room 3
- ID: 16: ◆ Implement Player Attack
- ID: 17: ◆ Implement Monster HP
- ID: 18: ◆ Implement Monster Spawning
- ID: 19: ♦ Give player sword only after opening chest
- ID: 20: ◆ Player opens chest by pressing spacebar in front
- ID: 21: ♦ Implement Monster movement
- ID: 22: ♦ Implement Monster Attack (Knockback player)
- ID: 23: ◆ Unlock door once monster is killed
- ID: 24: ♦ Implement room transition
- ID: 25: ◆ Create room 2
- ID: 26: ◆ Set up room 2 puzzle
- ID: 27: ♦ Room 2 transition
- ID: 28: ♦ Create room 3
- ID: 29: ◆ Implement Boss Mob
- ID: 30: ◆ Implement unlock door once boss dies
- ID: 31: ♦ Create Exit game door transition

### **Project 3 bugs**

- ID: 32: ♦ Fix layering of objects and player
- ID: 33: ♦ Fix out of bounds knockback **UNFINISHED**

- ID: 34: ♦ Fix diagonal hitboxes
- ID: 35: ♦ Add entrance door to room 2 **UNFINISHED**

### **Town**

- ID: 36: ♦ Design Overworld
- ID: 37: ♦ Tilemap Overworld
- ID: 38: ◆ Add forest path to tutorial
- ID: 39: ◆ Add houses
- ID: 40: ◆ Add path to dungeon
- ID: 41: ♦ Add scene transition between your house
- ID: 42: ♦ Camera following player up until boundary
- ID: 43: ◆ Tutorial transition
- ID: 44: ◆ Add secret areas
- ID: 45: ♦ Player Health
- ID: 46: ♦ Main menu
- ID: 47: ♦ Music
- ID: 48: ♦ Restrict camera bounds
- ID: 49: ♦ Add inside of house
- ID: 50: ♦ Add house transition

### **Necessary game additions**

- ID: 51: ◆ Death animation
- ID: 52: ◆ Player Health
- ID: 53: ♦ Main menu
- ID: 54: ◆ Respawn
- ID: 55: ♦ Add test suite
- ID: 56: ◆ Death animation

### **Dungeon 1**

- ID: 57: ♦ Design Layout/Puzzles
- ID: 58: ♦ Tilemap Dungeon Rooms
- ID: 59: ◆ Choose Mobs per room
- ID: 60: ◆ Choose Mob drops
- ID: 61: ♦ Dungeon 1 Entrance Transition
- ID: 62: ♦ Implement Mob Drops
- ID: 63: ♦ Implement each room once chosen
- ID: 64: ◆ Design dungeon room 1
- ID: 65: ♦ Implement dungeon room 1
- ID: 66: ◆ Design dungeon room 2
- ID: 67: ♦ Implement dungeon room 2
- ID: 68: ◆ Design dungeon room 3
- ID: 69: ♦ Implement dungeon room 3
- ID: 70: ◆ Design dungeon room 4

ID: 71: ♦ Implement dungeon room 4

ID: 72: ◆ Design dungeon room 5

ID: 73: ♦ Implement dungeon room 5

ID: 74: ♦ Implement boss room **UNFINISHED**

**ID: 75:** ♦ Implement boss fight **UNFINISHED**