

### 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