**Scripts sortout**

Blue background = done

Green background = part done

White background = not done

(donker) oranje letters = in planning

Black letters = not in planning

**Trello 7S tab:**

7S\_SH\_001 [shooting]: same script as 7S\_CWAB\_001 [cowboy ability]

7S\_SW\_001 [swing]: same as 7S\_DMG\_001 [melee dmg]

7S\_ABS\_001 [abilityswitch]: same script as 7S\_TF\_001 [Transform Ability], & used as meeting

7S\_GAMEM\_001 [game manager]

7S\_SPAWN\_001 [spawn]: on danial

7S\_BOSS\_001 [boss]

7S\_ENV\_001 [enviremental]

7S\_WALL\_001 [destroyable wall]

7S\_ANI\_001 [animations]

7S\_Lilypads\_001 [lilypad]

7S\_Skybox\_001 [skybox]

7S\_HOLE\_001 [holes]

7S\_JACK\_001 [jack in the box]

7S\_COLLCT\_001 [collect collectables] : denial wil maken

7S\_ENEWUT\_001 [???]

**Trello ReadyCheck & Checked tab:**

READYCHECK:

7S\_NEXTL\_001 [NextLevel]

7S\_KNAB\_001 [knight ability]

7S\_ASAB\_001 [astronaut ability]

7S\_AI\_001 [a.i]

7S\_TTA\_001 [tool tip ability]

7S\_PUA\_001 [pick up ability]

7S\_Quicksand\_001 [quicksand]

7S\_ToxicS\_001 [toxic sludge]

7S\_DMG\_001 [damage]

7S\_CWAB\_001 [cowboy ability]

7S\_SMAB\_001 [superman ability]

CHECKED:

7S\_CAM\_001 [camera controller] : gemaakt voor de planning begon

7S\_MANA\_001 [mana]

7S\_CHC\_001 [character controller]

7S\_GL\_001 [gliding]

7S\_GUI\_001 [g.u.i]

7S\_HP\_001 [health]

7S\_ROCK\_001 [`]