Criterion B: Record of Tasks

Task Number	Planned Action	Planned outcome	Time estimated	Target completion date	Criterion
1	Brainstorm	Determine Project	1 week	Oct 29, 2020	A
2	Design Mock Up	Mockup of GUI	1 week	Dec 3, 2020	B
3	Create Flowchart	Basic logic flowchart for application	1 day	Dec 8, 2020	C
4	Begin coding	Physics Processor 2D implementation (Movement)	3 days	Feb 19, 2021	D
5	Smooth Out Movement	Delta - Makes the movement move by frames, not seconds	1 week	Feb 24, 2021	D
6	Create the environment the user will interact with	Collisions and Move&Slide() for borders hitboxes that will be added eventually	1 day	Feb 27, 2021	D
7	Set up Tree structure	Create a scene/mainClass for the starting "Main" world. Think of it as a main class. Also Y-sort added for organization on display	4 days	March 3, 2021	D

8	Added visual animations for the player	Animations added with animation player (Up Down Left Right)	2 days	March 5 2021	D
9	Environment is fleshed out to be visually appealing	Background added, Collisions with background "hills"	2 days	March 7, 2021	D
10	State Machine	Use an enum to create idle and attack states for the player. Added Player and Bat to the main scenes. Signals and instancing scenes in the main scene to make connections much more efficient	2 days	March 9, 2021	D
11	Environment added more interaction	Hurtboxes and hitboxes added to enemies/grass and the bat and enemy defeated effect. Added a rolling state to give the player an advantage. And stats are added to the bats	1 day	March 10, 2021	D
12	Improve performance, rework logic	Maintenance + bug fixes	1 week	March 16, 2021	E

13	Add environmental interaction Player stats + Enemy attack and rhythmic battle aspect	Bat IA - Build the object that the client is to interact with + Player heart UI added to GUI	2 days	March 18, 2021	E
14	Soft collisions are being detected in existing objects	Arrays are added to detect the collision that the enemies can have on each other	1 day	March 19, 2021	D
15	Bat IA is concluded, Player camera, sounds + camera limits	Profiling and wander state is added to the bat's IA, Camara is added and sound effects	2 days	March 21, 2021	D
16	Rhythmic "Beat" bar+ Scene changer	Musical aspect of this project added to the player so they may interact in a rhythmic way if desired and finalization of world interaction is expanded to other scenes and data is carried through	2 days	March 23, 2021	D
17	Bug Testing and Upload IB	Export exe for upload to IB	1 day	March 24, 2021	E