# **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 or 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 |