COMP2003 Group 3 Collective Tasks

Code

TO DO	Priority	Description	Responsible	Status (doing/done)
Magnifying glasses interact with the evidence to make them carriable	High	When player finds evidence with magnifying glass, that object is destroyed and the evidence becomes carriable	George	
Place all evidence on the evidence table	High	Allow players to place different types of evidence on the evidence table	Mohamad	
Ghost disappears when all evidence is gathered	High	Posts a message when all evidence on the table and make the appropriate ghost disappear	Esther	
Ghost disappears when its heart becomes zero	High	When ghost health (hearts) become zero the ghost will disappear		
Sherlock narrative and hint	Medium	Decide when sherlock will provide hint or narrative and show the massage		
Fake evidence	Medium	Place an empty evidence box so when players interact with it no evidence will show		
New player ability (discover show invisible evidence)	Low	Allow the player to make evidence or evidence box on the floor around him become visible		
Invisible evidence	Low	Place evidence on the map but make it so player can't see it		
Ghost movement	Medium	Create a route for the ghost to move on it when players make actions the ghost move once		
Light object for the dark level	Medium	An object allows the player to see in the dark part of the map will be dark and in order to see the player		

		needs to carry the object and move close to the dark part		
Evidence counter	High	Counts how much evidence the player needs to release a ghost		
Ghost pets obtained each level and follows a certain player	Low	The ghost picks a player and move with them each turn		
Interact with ghost (player and ghost on the same floor)	Low	If the player stands on the same floor as the ghost, the player is unable to take any actions for 4 moves		
Interact with ghost (throw an object through the ghost)	Low	If a player throws an object and it go through the ghost the other player will be affected and not able to make an action for 2 moves and the object will fall in front of the player		

Map Graphics + General

TO DO	Priority	Responsible	Status (doing/done)
Create the level pack to wrap all the levels we will create	High		
Create the haunted castle (object name)	High	Megan	
Mini Sherlock Holmes object	Medium		
Final background story for the mod (Writing)	Medium		
Create start storyboard (Loads on game start)	Medium		
Create an individual level for the mod (one for each)	Medium		

Create and add new character (one for each)	Medium		

Animation

TO DO	Priority	Responsible	Status (doing/done)
Ghost movement and standing on the floor animation	High		
Magnifying glasses	Medium		
Make evidence carriable	High		
Ghost disappears	High		
Sherlock	Low		
Player affected by the ghost	Low		

Sound

TO DO	Priority	Responsible	Status (doing/done)
General sound for the mod	Medium		
Ghost disappears + players have all evidence gathered	Low		
Ghost disappears + players failed to get all evidence	Low		
Destroy the evidence box and find the evidence	Low		
Destroy the evidence box and find that it's fake	Low		
Sherlock narrative	Low		
Player affected by ghost	Low		