**COMP2003 Group 3 Collective Tasks**

**Code**

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| 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**

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| --- | --- | --- | --- |
| 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**

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| --- | --- | --- | --- |
| 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**

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| --- | --- | --- | --- |
| 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 |  |  |