Preparation for development

Requirements for version release:

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| Name | Description | Reasoning | Priority |
| Single player | Add a single player mode with a timer mechanic | The game cannot run on servers at the minute and some players may not be able to play with another player locally, single player mode will allow them to enjoy themselves and face another challenge in the process | 3 |
| Start menu background | Add a menu background as well as button textures | The game textures are quite polished but the lack of a menu texture for the first thing the player sees harms this effect | 4 |
| Loss screen background | ^ | The game textures are quite polished but the lack of a menu texture for the ending part that player sees harms this effect | 4 |
| Win screens backgrounds | ^ | The game textures are quite polished but the lack of a menu texture for the winning part that player sees harms this effect | 4 |
| Options menu and settings | Add an option adjustment menu that include audio adjustment | The game’s music is quite overwhelming, adding a settings menu to lower the volume will help give the player a sense of control | 4 |
| Player animations | Add animations for player actions | The game is fun as is but feels a bit dry visually. Adding animations will add life to the static players | 4 |
| Background animations | Add unique backgrounds for each level and animate them. | The background is all the same and remains static, adding variety to these will help develop the world. | 4 |
| Adjust music appearances | Change the music to only play when in levels | The music is always playing, changing this will make it become less irritating | 2 |
| Fix hitboxes | Change the hitboxes from capsule colliders to line colliders | The current collider for platforms creates issues with the physics, changing these colliders will make the bugs less common or potentially solve them all together | 1 |

Schedule:

Week 1 | 3rd – 9th : Base-game fixes (Priorities 1-2)

Week 2 | 10th – 16th : Single-player implementation (Priority 3)

Week 3 | 17th – 23rd : Single-player testing and fixes (Priority 3.5)

Week 4 | 24th – 28th : Graphics and audio (Priority 4)

Final days | 29th – 31st : Final fixes and version building