

Issue key	Summary	Assignee
WTTEST-1	Move me around	slmn
SUP-106	:( Bugs :(	alexprtc
SUP-105	BUG ~ Player health drops to 0	josie
SUP-104	Change enemyCounter icon based on enemies	alexprtc
SUP-103	PICK A NAME FOR THE GAME	alexprtc
SUP-102	Updated room code UI in level	alexprtc
SUP-101	More than 1 level	alexprtc
SUP-100	Update Font on webapp	slmn
SUP-99	Create Player 2 UI	slmn
SUP-98	Show room internal walls	slmn
SUP-97	Implement 2D art in webapp	slmn
SUP-96	Update Bomb Clicking to work with new rooms	slmn
SUP-95	Move webapp to play.supine.dev	slmn
SUP-94	Easter Eggs :eyes:	alexprtc
SUP-93	BUG ~ Slimes sometimes float and rotate across the map?	
SUP-92	Demo 3 for Luke	
SUP-91	Trap door modifications	alexprtc
SUP-90	Refactoring	alexprtc
SUP-89	Juice-ify interactions - P2	slmn
SUP-88	Main Menu 2.0	alexprtc
SUP-87	Spike Trap Model	josie
SUP-86	Player 2 - Can't drop items onto walls	slmn
SUP-85	Make Health system heart based	josie
SUP-84	Player 1 UI pixel art	zack
SUP-83	Implement 2D art/icons on web page.	slmn
SUP-82	More enemy models	josie
SUP-81	Heal potion model	alexprtc
SUP-80	Trap model	josie
SUP-79	Enemy Variations	alexprtc
SUP-78	Model Animations	josie
SUP-77	Variant Enemy Model	josie
SUP-76	Fix Level Gen	josie
SUP-75	Fixes from usability testing	
SUP-74	Juice-ify interactions - P1	alexprtc
SUP-73	Improved UI - Player1	josie
SUP-72	Player heals over time	alexprtc
SUP-71	Trap door & Key -> Next level	alexprtc
SUP-70	Trap Prefabs	alexprtc
SUP-69	Basic obstacle 2d version	zack
SUP-68	Map 2d	zack
SUP-67	Container for selectable icons	zack
SUP-66	Heal Icon	zack
SUP-65	Bomb Icon	zack
SUP-64	Skelly enemy Icon	zack
SUP-63	Player Icon	zack
SUP-62	2D art for webapp	zack
SUP-61	Bomb model	alexprtc
SUP-60	Furniture	josie
SUP-59	Door Model	josie

SUP-58	Chests	josie
SUP-57	Paintings	josie
SUP-56	Candles	josie
SUP-55	Bonus walls	josie
SUP-54	Models for Level Building	josie
SUP-53	Alternate room prefabs	josie
SUP-52	Implement basic enemy model in demo	josie
SUP-51	Make alt model for melee player	josie
SUP-50	Fix issues with holes in floor and glitching through walls	josie
SUP-49	Git ready for submission	
SUP-48	Solution Portfolio Document	alexprtc
SUP-47	Product Management Review	josie
SUP-46	Team Presentation	
SUP-45	Prepare Submission	
SUP-44	PC Player turn	alexprtc
SUP-42	Player 2 rooms	slmn
SUP-41	Player 2 bombs	slmn
SUP-40	Game manager	alexprtc
SUP-39	Unity bomb prefabs	zack
SUP-38	Player one weapon pickup	alexprtc
SUP-37	Demo for Luke	
SUP-36	Supine Icon	josie
SUP-35	Items pickup - P2	
SUP-34	Usability Testing	zack
SUP-33	Game Manager	josie
SUP-32	Enemies spawned in proc gen levels	josie
SUP-31	Room Unlock with enemy death	josie
SUP-30	A script that controls path transforms for the enemy movement.	alexprtc
SUP-29	Enemies Attack	alexprtc
SUP-28	Enemies Health System	zack
SUP-27	Tablet Player Attack	
SUP-26	Tablet Player Item Drop	
SUP-25	PC Player Attack	zack
SUP-24	PC Player Health System	alexprtc
SUP-23	Procedurally generate levels	josie
SUP-22	Player health system	alexprtc
SUP-21	2020-03-13 Merges	slmn
SUP-20	Plan player 2 Scene	josie
SUP-19	Improve Camera	josie
SUP-18	Plan Camera Angles and 2D maps	josie
SUP-17	Mobile influences PC	slmn
SUP-16	Rooms Unlock	josie
SUP-15	Rooms for prototyping	josie
SUP-14	Basic Camera Movement	zack
SUP-13	Basic player Movement	alexprtc
SUP-12	Add node server code to the repository	slmn
SUP-11	Make enemy movement	alexprtc
SUP-10	Generate Project Roadmap	zack
SUP-9	Make User Story	josie
SUP-7	Implement procedurally generated dungeons	josie

SUP-6	Make player movement	alexprtc
SUP-5	Pull master into player-controls	slmn
SUP-4	Create uni slack	slmn
SUP-3	Make Jira workflow	slmn
SUP-2	Make C# connection library	slmn
SUP-1	C# connection prototyping	slmn

Created
09/03/2020 20:38
13/05/2020 21:57
10/05/2020 09:20
09/05/2020 12:57
08/05/2020 15:00
04/05/2020 16:44
04/05/2020 16:22
04/05/2020 14:07
04/05/2020 14:06
04/05/2020 14:04
04/05/2020 14:01
04/05/2020 14:01
04/05/2020 14:00
03/05/2020 12:02
03/05/2020 11:25
03/05/2020 09:57
02/05/2020 18:50
02/05/2020 14:23
02/05/2020 14:21
02/05/2020 14:16
02/05/2020 14:06
02/05/2020 13:57
02/05/2020 13:56
02/05/2020 13:52
02/05/2020 13:26
29/04/2020 09:29
28/04/2020 16:20
28/04/2020 16:17
28/04/2020 12:35
28/04/2020 11:04
28/04/2020 10:14
24/04/2020 11:07
24/04/2020 11:06
22/04/2020 09:45
22/04/2020 09:42
21/04/2020 21:33
21/04/2020 21:29
21/04/2020 12:03
21/04/2020 10:14
21/04/2020 10:13
21/04/2020 10:11
21/04/2020 10:09
21/04/2020 10:09
21/04/2020 10:08
21/04/2020 10:08
21/04/2020 10:07
21/04/2020 09:48
21/04/2020 09:47
21/04/2020 09:46

21/04/2020 09:44  
21/04/2020 09:42  
21/04/2020 09:41  
21/04/2020 09:40  
21/04/2020 09:38  
21/04/2020 09:37  
21/04/2020 09:36  
21/04/2020 09:35  
20/04/2020 15:32  
16/04/2020 09:30  
16/04/2020 09:30  
16/04/2020 09:28  
16/04/2020 09:28  
16/04/2020 09:25  
14/04/2020 10:57  
06/04/2020 18:48  
06/04/2020 18:46  
06/04/2020 18:42  
06/04/2020 15:18  
05/04/2020 19:27  
05/04/2020 19:13  
28/03/2020 13:53  
28/03/2020 13:42  
20/03/2020 20:48  
20/03/2020 13:26  
20/03/2020 13:26  
20/03/2020 13:24  
20/03/2020 13:23  
20/03/2020 13:22  
20/03/2020 13:21  
20/03/2020 13:21  
20/03/2020 13:19  
20/03/2020 13:16  
20/03/2020 13:15  
20/03/2020 13:13  
13/03/2020 14:05  
13/03/2020 13:24  
10/03/2020 21:33  
10/03/2020 21:19  
10/03/2020 21:02  
10/03/2020 20:51  
10/03/2020 20:49  
10/03/2020 20:48  
10/03/2020 20:45  
10/03/2020 20:44  
10/03/2020 02:13  
09/03/2020 21:38  
08/03/2020 16:28  
07/03/2020 21:21  
28/02/2020 13:15

---

28/02/2020 13:08

---

28/02/2020 12:23

---

28/02/2020 11:56

---

28/02/2020 11:56

---

28/02/2020 10:55

---

28/02/2020 01:26

---

Description
test 2 3 4
Move bug to the fixed list once you're sure its fixed.
Sometimes player health will randomly drop to 0 - need to try and see what's causing this, as it makes the play
We now have levels with just slimes, just skulls, and both.
Please add suggestions :(Â
Very basic: the room code text needs to be updated to the newer text model.
3 levels - increasing in difficulty, then returns to the main menu.
Update font used in webapp to the pixel font used in the Unity game
_ "Player 2 actions/droppables/spells etc: the menu and entire system needs to be created. Probably not a
_ "Room internal walls need to somehow be sent to web. Probably some static relay or something. The relays
Add Zacks pixel art to webapp
Bomb clicking needs re-implementing. I send an event with a 0-1 decimal for the area of the room, it needs to
Some internal server configuration to move things to play.supine.dev (only me)
Alex's sneaky lil rat runs around the dungeon, through walls. He scampers very quickly. He cannot be caught.
Located in EnemyMovement.cs.
Final Demo for Luke before handin - should be nearly finished, with only polish and juice left to add.
Remove the trap door spawn from level gen script.
Going through existing code to see if there's any things that can be simplified and made more effective
* Sounds for buttons/spawning items
[MANDATORY]
Make voxel model for spike trap to be set by player.
Add a check to Player 2 app so items can only be dragged and dropped onto a free patch of floor, not on top
Change Player health so they have 3 hearts, lose half a heart whenever they take damage.
Make pixel art for the UI shown on the .exe version
Player icon rotates with player.Â (/)
Need models for small slime, skelly projectile, slime trail
Make a model of the heal potion, using Zacks icon as reference
Once we've settled on trap style (fire, pit, spikes, slime), make a model for it which matches rest of scene
Skully enemy - shoot projectiles
Game will be more immersive when animations are implented for key models.
Make a model for a slimey boi!
Testing has shown us that level gen is broken.
Usability testing will show us some bugs which need to fixed. These will be stored as subtasks to this item
Make in game interactions more satisfying
Want to improve UI for final version to make everything as clear as possible. This includes:
Every x amount of the time, the player heals y amount of health. This is to help balance the game. It's a small a
A trap door spawns in the level. At the moment it is in a random room, but we may make it always the
Traps: The client really wants them.
Thinking we don't need to make full icons for eahc obstacle in the scene, we can just have basic blocks which a
Once all variant room prefabs are made, we need map versions of each room made.
Selectable icons should be encased in a circle to make it clear that they are options, not instances of the
Icon for the heal potion to be slected and dropped onto map
Bomb icon to select and drop into scene
Skelly enemy icon to show on map
Player icon to show on map, just the head in the knights armour
Need 2d art to be used in Player 2's webapp
Make a model for the bomb player 2 drops in
Basic furnishings which can be added to scene as obstacles, to set the scene
Large wooden door model - classic dungeon style, with metal work and rivets etc

Chests could either be decorative pieces or used to hold weapon upgrades for player1 and items for player 2

Basic picture frames with basic pixel art to make walls more interesting

Candles hanging from the walls to make scene more atmospheric.

Wall pieces which can be added to the prefabs to divide rooms or add floating obstacles in the middle.

Make a variety of models in magicavoxel to be used to build up the levels. Listed in the subtasks section.

For the final version, make a few variant versions of each room prefab with different environment features

Add the basic skull enemy model to the latest enemy prefab, making sure it's facing the right way and looks good

Create the player model, but holding the sword not the crossbow.

- \* edit floor prefab so there's no hole in the floor by doorways

"Your Git Repository prototype page should contain the following:

"This document must contain the following sections in addition to an Introduction and Conclusion section:

"Submit one PDF document from the group detailing an evaluation of your project management approach. You

Need to work together to create a team presentation. Not sure how this is effected by remote work, but we

On the 1st of may we need to hold our final team presentation, so everything should aim to be done for

Player can turn to look at enemies and attack them

- \* The room showing on P2 should update as P1 travels through the map into different rooms.

Player 2 should be able to click on the room on the tablet view and spawn a Bomb prefab. It should be put in the

A game manager needs to be able to control how the game starts and stops.

Create a prefab of a bomb which will be instantiated where Player 2 clicks on the tablet. It should probably

- \* Weapons on the ground have particle systems and "idle animations".

Make 2 mockups for icon - one just cloud and one the cloud and the S in pixel style to match our large logo, and

- \* p2 can click icon to add to inventory
- \* Plan testing for what we have so far
- \* Can start game from basic menu screen - one button to start
- \* Procedurally generated levels have enemies that spawn in too
- \* Rooms 'cleared' bool is set to true when all enemies in room have been killed

A script that spawns enemy/enemies in the room prefab when itself is procedurally generated, and controls

- \* Add basic melee and ranged attacks to enemies FSM
- \* Enemies have health system, can take damage
- \* Can click on enemies to attack
- \* Inventory set up
- \* Melee attack
- \* Player has health system - 3 lives
- \* Figure out how to gen levels

Player takes damage from enemies within range.

- \* Flatten the Github repo to as few branches as possible, making master the main version if possible
- \* Build prototype scene in unity for webapp
- \* As is, player can be hidden from view behind environment

Experiment with different camera angles and how 2d maps can be generated from them, researching how

- \* Message can be sent from mobile webapp to PC
- \* Room has locked and unlocked states
- \* White box level
- \* Camera follows player

Walking with WASD

Needs to be done so that it can be marked (and it shows I'm doing something)

Using FSMs:

Make Roadmap using given template, using notes from team members and discussion with client as guidance.

Make user story to demonstrate product vision as decided upon with our client.

POTENTIAL SOLUTION AND STEPS:



\* Player moves with WASD

The Jira workflow and transition systems are great for keeping a paper trail of individual member's work, but  
To allow for connection between the C# clients and the socket.io node server, a connection library needs to

be translated and be instantiate objects. Most of this code exists but needs to be updated to work with

amount of health that's healed. Bigger healing should be done with health potion items when they have





the newer rooms. (probably could be understood and done)