

Fungi Studios (Alex Lang)

TASK LIST FOR VEINS OF LIGHT 1.0

Aiming to be completed by 3.18.18
(Week 9 of Winter Quarter 2018)

1. Player Platformer Movement
 - Jump
 - Wall Jump
 - Dodge
 - Run
2. Health System
 - Health
 - Stamina
 - Poise
 - Special
3. Player Special ability
 - Laser blast after charge-up complete
4. Precise, SSBM-esque combat + collisions
5. 4 Player attacks
 - Air
 - Ground 1
 - Ground 2
 - Special
6. Reptilian Boss
7. 4 Reptilian Boss attacks
 - Air
 - Ground 1
 - Ground 2
 - Special
8. Mushroom NPC People
 - Interact w/ Player
 - Animations
9. 3 other NPC Enemies
 - Big Bug
 - Mini Reptilian
 - ???
10. Gamepad support
11. 2+ local multiplayer support

12. Story with dialogue boxes, interaction, and a betrayal
13. Score / item collection for upgrade system
14. 3 areas
 - Main hub area
 - Main level area
 - Boss arena/area
15. 5 Soundtracks
 - Main hub area
 - Main level area
 - Boss music
 - Menu theme
 - Death/Fail theme
16. Guide NPC
17. Menu with GUI
 - Saving
 - Loading
 - Settings
 - Upgrading (only at hub area?)
18. Shaders for different colored entities