

# Task List (To V2.0)

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- **Andrei**

- Primary Task 1 - Finish Weapon System (DUE ALPHA)
    - Complete whatever you need to complete in the weapon system that you started working on. Make sure the interface is well abstracted.
  - Primary Task 2 - Implement Basic Weapon Spreads (DUE ALPHA)
    - Use the weapon system you created to implement some basic spread weapons for Alpha presentation. Aim for completion of the following:
      - Dual Forward Guns    Ex:  $\begin{array}{c} || \\ ^ \end{array}$
      - 3 - Spread                      Ex:  $\begin{array}{c} \backslash | / \\ ^ \end{array}$
      - 5 - Spread (Similar to 3 - Spread)
  - Secondary Task 1 - Implement Gameplay Music
    - Create and integrate a track that we can play during the main gameplay of our game.
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- **Damien**

- Primary Task 1 - Implement Level Generation System (DUE ALPHA)
    - Complete system for randomly placing spawners/enemies based on the following factors.
      - Current Difficulty (Implemented Later On)
      - Current Progression
    - The system will, for the moment, spawn enemies. However once spawners have been implemented, they will be placed instead.
  - Secondary Task 1 - Implement Pickups System
    - Implement various pick up items that will grant the player certain bonuses or advantages. The following pickups should exist at the time of the systems completion:
      - Health
      - Bomb/Death Head (Design Director Approval Needed)
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- **Sarah**

- Primary Task 1 - Implement Enemy Spawners
    - Notes: The spawners need to be objects that Damien can place in level generation. The object should have parameters like:
      - Enemy Type Spawned
      - Frequency & Frequency Counter
    - To be clear the spawner object will have all of its parameters inside the GameInstance struct.
    - The things you need to implement then are the following:
      - Set and Init functions for all spawner parameters
      - Speak to tech director regarding this implementation
  - Secondary Task 1 - Finish File IO System
    - Complete implementation on the read and write system that we will need to complete high score functionality.
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- **Kacey**

- Primary Task 1 - Win Screen
  - Implement a game state to be displayed upon winning the game.
    - The screen should invoke a feeling of accomplishment
- Primary Task 2 - Lose Screen
  - Implement a game state to be displayed upon losing the game.
    - The screen should encourage the player to keep trying.
- Secondary Task 1 - Art Assets
  - We need the following art assets as soon as we can get them
    - Enemy Ship (Basic)
    - Bullets Enemy/Player - Aim for circular shape
    - Asteroids
    - Finish UI Elements