## Polishing Rogue Like 2D Game

Polishing Time Priority (1 (high-5 low)

* Walking player animations in all directions 2.0 hours 2

Sprites for 4 directions

* Throwing knife animations 2.0 hours 2

Sprites of the player throwing a knife.

* Walking enemies animations 2.0 hours 2

Sprites for 4 directions

* Fade in/out animations 2.0 hours 2
* Dying animation 2.0 hours 2
* Damage animation enemy (blood) 2.0 hours 2
* Damage animation 2.0 hours 2
* Random emotions animations 2.0 hours 2
* Showing food fall of the player animation when hit 2.0 hours 2
* Picking up sound 0.5 hours 1
* Get hit sound 0.5 hours 1
* Knife hit sound 0.5 hours 1
* Walking to exit sound 0.5 hours 1
* Hitting sound 0.5 hours 1
* Other font style 0.5 hours 3
* Player facing the correct directions 1.5 hours 1
* Enemies facing the correct directions 1.5 hours 1
* Food bar instead of letters 0.5 hours 1
* Sunny/dark scenes 2.0 hours 4
* Incentive 🡪 a bit of story 1.0 hours 2
* Smoothing in movement 3.0 hours 1
* Menu’s 🡪 User Interface 1.0 hours 1
* Starting screen 1.0 hours 1
* Button sounds and effects 0.5 hours 1
* Screen transitions 1.0 hours 1
* Cut scene 4.0 hours 5
* Pause screen 1.0 hours 1
* Glow effects knife 0.5 hours 3
* Lighting 2.0 hours 4
* Impact effects 1.0 hours 2
* Knife effect when you miss 1.0 hours 3
* Destroying stone 🡪 Pile of stones effect 1.0 hours 4