## Polishing Rogue Like 2D Game

Polishing Time Priority (1 high-5 low)

* Walking player animations in all directions 2.0 hours 2

*Player sprites in 3 different directions, up, down, right*

* Throwing knife animations 2.0 hours 2

*Player with throwing animation in 3 different direction, up, down, right*

* Walking enemies animations 2.0 hours 2

*Enemy sprites in 3 different directions, up, down, right*

* Dying animation 2.0 hours 2

*Angle that appears when you die*

* Damage animation enemy (blood) 2.0 hours 2

*Whenever the enemy gets hit, bloody animation*

* Damage animation 2.0 hours 2

*Whenever you get hit, bloody animation*

* Random emotions animations 2.0 hours 2

*Showing emotions randomly when get hit or idle, like crying or scared*

* Showing food fall off the player animation when hit 2.0 hours 2

*Food falls off the player, so a different animation*

* Picking up sounds 0.5 hours 1

*Sound that you will hear whenever you pick up knifes, or food*

* Get hit sound 0.5 hours 1

*Sound when will be played whenever you get hit*

* Knife hit sounds 0.5 hours 1

*Sound that you will hear whenever you hit something with your knife*

* Walking to exit sound 0.5 hours 1

*Sound that you hear when you complete a level*

* Other font style 0.5 hours 3

*Current font style does not look nice, different font to make it right for the theme*

* Food bar instead of letters 0.5 hours 1

*Instead of reading, you can just watch how much food you have left*

* Incentive 🡪 a bit of story 1.0 hours 2

*Show a bit of story when starting the game to make the player feel like he is doing something for a reason*

* Smoothing in movement 3.0 hours 4

*Make the movement not with delay and shitty*

* Menu’s 🡪 User Interface 1.0 hours 1

*Different menu screens*

* Starting screen 1.0 hours 1

*Starting screen for a starting feel*

* Button sounds and effects 0.5 hours 1

*Buttons in the starting screen needs to look nice*

* Screen transitions 1.0 hours 1

*Fade in/out animation 🡪 Black screen to change alpha value*

* Cut scene 4.0 hours 5

*When you beat a level or floor, show a cut scene or image*

* Pause screen 1.0 hours 4

*Pause the game when the movement is fixed*

* Glow effects knife 0.5 hours 3

*Makes the knife throw even cooler*

* Impact effects 1.0 hours 2

*Show red mark when you hit someone, or a bloody place beneath the enemy or player*

* Knife effect when you miss 1.0 hours 3

*Knife that falls down and breaks or something*

* Destroying stone 🡪 Pile of stones effect 1.0 hours 4

*Pile of stones that will be there after you break a block*