Priority:

* Critical [v0\_1]
* High [v0\_2]
* Medium [v0\_3]
* Low [v1]
* Nice to have [v1\_1]

| **Aspect** | **Improvement** | **Priority** |
| --- | --- | --- |
| **CAMERA** | Camera needs zooming out to give a greater FOV | Critical |
| **CAMERA** | Player should be situated in the centre of the camera | Critical |
| **CAMERA** | When exiting the level, display “cut-scene” bars | Critical |
| **CAMERA** | Camera shake when the player gets hurt | Medium |
| **CAMERA** | Offset the camera when stationary in the direction of the mouse to give a “look around” feel | Nice to have |
| **Enemy (all)** | Be implemented as a FSM to allow for modular building and ease of debugging. | Critical |
| **Enemy (all)** | Models are to be scaled down to be a reasonable relative size compared to the player | Critical |
| **Enemy (all)** | Have dead scientists laying around and parasites spawn from them when approached | Low |
| **Enemy (all)** | Speed & health need to be balanced to create a reasonable level of difficulty | Low |
| **Enemy (all)** | Combine “context based steering” with the path finding | Medium |
| **Enemy (all)** | Dead enemies should remain in the level | Low |
| **Enemy (Crab)** | Movement must be from side to side like a real crab | High |
| **Enemy (Sentry)** | Implement the enemy | Medium |
| **Enemy (Worm)** | Death animation | Nice to have |
| **Export** | Mac Export | Critical |
| **Export** | Linux Export | Critical |
| **Export** | Final build must have an icon | Critical |
| **Export** | Android Build [switching the controls to touch screen] | Nice to have |
| **Game Page** | Include greater text on the game page | High |
| **Game Page** | Create a short 30 second trailer for the game | Low |
| **Level Design** | Lots of furniture so the levels are neither sparse or hollow shells | High |
| **Level Design** | Create prefabricated arrangements of furniture to be placed around the levels. | High |
| **Level Design** | Improve the lighting within each level | Low |
| **Level Design** | Create 4 more levels. | Medium |
| **Level Design** | Each level must have a mix of “arena” combat and close quarters combat. | Medium |
| **Level Design** | Implement torches lying on the floor as given in the screenshot on the game page | Medium |
| **Player** | Bugfix the persistent player variables required across different scenes | Critical |
| **Player** | Click to move needs the buttons swapping on the mouse | High |
| **Player** | Click to move should be move to spot on click, shooting while moving stops the player, and click and hold to move towards the mouse | Medium |
| **Player** | Each parasite is to have an independent timer with a small UI bar to show how long until the player is damaged by each parasite | High |
| **Project Structure** | Have a game manager that handles the main game loop, removing the need for autoloads to do this | Critical |
| **Project Structure** | The tutorial only needs playing once. The first level start with 10 bullets despite the tutorial level | High |
| **Project Structure** | Theme the UI so that all elements are constant across the entire game | High |
| **Project Structure** | Make greater use of the event bus, encouraging loose coupling between objects. | High |
| **Project Structure** | Implement an options menu | Medium |
| **Project Structure** | Implement a level manager to hold the main menu section. | Medium |
| **Project Structure** | Add comments to all the code | Nice to have |
| **User Interface** | Include a “bullet counter” in the UI to indicate how much ammo the player has | Critical |
| **User Interface** | Make use of the 3D assets for the UI components | High |
| **User Interface** | Health bar to be made more subtle | Medium |
| **User Interface** | Parasite shown on the UI correspond to the parasites that have infected the player | Medium |
| **Visual Effects** | Hurt effect around the boarder of the screen | Low |
| **Visual Effects** | Bullet impact particles | Low |
| **Visual Effects** | Particle effects around the pickups to draw attention to them | Low |
| **Visual Effects** | Flickering lights | Low |

