

**CS455\_Proj\_8**

CS455 Free

Private

JC BC AP JN 4

**Week 2-3:**

Implementing LibGDX and Box2D -  
Completed

General Artstyle/design - Decided

**Week 4-5:**

Input controls and movements (Both  
player and enemies) - Completed

UI Menu - Completed

SRS, Market Research, Roadmap -  
Completed

**Week 6-7:**

objective functions + collision system  
(death, scores) - Completed

User input testing - Completed

**Weeks 8-9**

Mobile Scaling - Completed

Mobile Testing - Completed

SDS - Completed

**Week 10-11:**

SRS and SDS update - Completed

Prototype review - Completed;  
NOTE:Door transition randomly breaks  
but we don't have time

Door transition between menu and map - Completed but randomly breaks

Placing objects such as enemies and score items - Completed

Sprite Sheets - Completed; NOTE: This was done since week 4-5. This was not done in Week 10-11 alone

Collision particle and sound Effects - Completed

Testing Documents - Completed

## Cut / Abandoned

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Death/losing scene - Cut -> Changed to door scene

Functions such as attacks, powers ups for both player and enemies - Halted -> Cut

Optimizations if needed - Not needed

Complete scoring system - cut

Difficulty Setting - cut

Boosts ups - cut