ETGG1802

Interval #2 jobs

Start Date: 2/9/2012

End Date: 3/1/2012 (3 weeks)

Job: Everyone

Assigned (all)

Deliverables:

* Integrate code into the trunk
* Decide on name of game
* Follow coding standard and SVN standards

Job: GUI Elements (4)

Assigned:

Deliverables: **Nick Leyder, Jordan Johnson, Corey Cooper, Rock Bolton**

* GUI-manager interface:
  + Implement a method for detecting and handling button-presses.
  + Implement “focus” on elements (especially for text boxes).
  + Mouse-over events
* Appearance-related:
  + Implement a “skin” for the GUI elements
  + Allow for (partial) transparent elements.
* New elements:
  + Scrolling gui element (possibly use Jason A’s scrolling program)
  + Floating / fading / rising text (e.g. for showing damage to enemies) which are removed after n seconds.
* Application-integration
  + Main menu
    - Login info (uname, pass, ip-address)
  + Incorporate all work into the “trunk” – you can still (optionally) have a test program too.

Job: World map (5)

Assigned: **John Wilson (0.5), Chris, Aaron Markoff, Clinton Sexton, Jason Ashworth, Justin Nillson**

Deliverables:

* Top priority:
  + Do all map parsing at “load-time” (not in render)
  + Finish scrolling
* Have image-overlays (for aesthetic purposes only) on top of the ground tiles. - Clinton
* Have a mechanism to switch between maps (e.g. hub world to zone 01) – Chris - Aaron
* Collision-detection routines (e.g. the player asks if pixel (4832, 519) is in a ‘walkable’ area) – Justin - Clinton
* Map-editor: Allow scrolling - Jason
* Implement basic camera controls (e.g. to center around the player, unless the player is near a boundary) - Aaron
* Integrate all work into the “trunk” – you can still (optionally) have a test program too.

Job: Application

Assigned (1): Jason Witherell, and others (as needed)

Deliverables:

* Help Integrate the networking client and other “branches”
* Setup game GUI (using gui elements and gui manager)
* Integrate sound FX and bg-music support.
* The class should integrate / manage other code.

Job: Player (5)

Assigned: **Vinny Vencill (0.5), Quincy Kurtz, DJ Castle, Nick Linton, Cameron Schuette**

Deliverables:

* Nail down all stats and ability-types.
* Plan all (simple) AI patterns we’ll need for enemies.
* Use a sprite sheet and do simple direction/state-based animations.
* Integrate all work into the “trunk” – you can still (optionally) have a test program too.
* Have player “slide” along non-moveable areas of the map
* Create an enemy class that has a simple movement AI (move in direction A, then occasionally change direction, slide along non-moveable areas)
* Hit detection between players and enemies (bullets)
* Serialize / de-serialize methods

Job: Art / Audio

Assigned (1): **John (0.5), Vinny (0.5)**

Deliverables:

* Top priority: Develop one character’s (animated) sprite sheet.
* Title screen image
* Start generating ground tilesets.
* GUI element backgrounds.
* Clean up artwork from volunteer artists.
* Start collecting (free, open-source) audio