ETGG1802

Interval #2 jobs

Start Date: 3/13/2012

End Date: 3/22/2012 (2 weeks)

Job: GUI Elements (3)

Assigned: Corey, Jordan, Nick Leyder

Deliverables:

* High priority:
  + Trunk integration:
    - Add handler methods which (based on the current state, e.g. “title”, “login”) trigger changes in game states based on button presses
      * Login info (uname, pass, ip-address)
      * New account
      * Title
      * Credits
      * In-game HUD
      * …
    - Use place-holder art if “real” art isn’t available
    - Finish mouse-over support for buttons (images)
* Medium priority:
  + Allow for (partial) transparent elements (esp. text)
* Low priority:
  + Finish scrolling gui element (possibly integrate with TextList)

Job: World map (5)

Assigned: John (0.5), Clinton, Justin, Jason, Chris, Aaron

Deliverables:

* Top priority:
  + In-game classes
    - Clean up code, structure in classes.
    - Fix corner hit-detection bug – Justin
      * Fixed and slightly improved
    - Centering of small maps – Aaron & Justin
      * NOTE: Small maps must have even amount of tiles (Length and width)
    - Integrate with player classes
  + Map editor:
    - Rewrite / optimize to handle a fully-filled map
    - Have a mechanism for new / load / save of a .map file
* Medium priority:
  + Map file changes:
    - Have a .con file for overlay images (e.g. house, tree)
    - Integrate overlay ‘references’ in the .map file.
      * Stress test (~1000 overlays) – optimize if it bogs down.
    - Indicate map-change-areas in the .map file. Trigger a map-change
  + At least two test maps which have exits and overlays, try to use several of our tiles.

Job: Player (5)

Assigned: Rock, DJ, Nick Linton, Cameron, Quincy

Deliverables:

* Top priority:
  + Hit detection / handling.
  + Integrate all work into the world, and then into the trunk
  + Use world’s (map) hit-detection methods
  + Have at least 2 enemies and the player in world space (including world’s scrolling)
  + Enemy AI
    - Make enemies shoot bullets
    - Have enemies chase player if close.
* Medium priority:
  + Sprite sheet (instead of multiple small images)
  + Floating text: fadeout, gradual scrolling up, dis-appearing; integrate with player class (addText)

Job: Art / Audio

Assigned (2): John (0.5), Vinny

Deliverables:

* Top priority:
  + Script to make a (single) sprite sheet from reiner images.
  + SoundFX Database and bg-music support (in the application)
    - Have an easy method for accessing, playing-back sounds
    - Modulate volume with distance.
* Medium priority:
  + Pencil-and-paper map sketches (get one zone “overworld” and at least one “dungeon” done)