ETGG1802

Interval #4 jobs

Start Date: 3/27/2012

End Date: 4/10/2012 (2 weeks)

Job: GUI Elements (2)

Assigned: Nick Leyder, Rock

Deliverables:

* High priority:
  + Continue to make / test GUI screens as needed
  + Make sure it works with all networking code.
  + Display stats, inventory items
* Medium priority:
  + Tabbing for changing focus
  + Start to integrate chat messages / text-box functionality through the server.

Job: World map (5)

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

Deliverables:

* Top priority:
  + Get rid of old code.
  + Finish integrating into trunk
  + Indicate map-change-areas in the .map file. Trigger a map-change
  + At least two test maps (for testing) which have exits and overlays, try to use several of our tiles.
  + Map editor:
    - Be able to create a complete map and load / save it (not including overlays and exits, which can be done by hand)

Job: Player (4.5)

Assigned: Jordan (0.5), Justin (0.5), DJ, Nick Linton, Cameron, John (0.5)

Deliverables:

* Top priority:
  + Enemy bullet – player Hit detection (make health bar go down)
  + More general way of loading sprites (probably just need a single method in the common base class)
  + Make everything (players, enemies, bullets) work in world coordinates (i.e. with scrolling)
  + Integrate all work into the trunk
  + Have at least 2 enemies (with sprites) and the player in world space (including world’s scrolling)
  + Sprite sheet (instead of multiple small images)
  + Floating text: fadeout, gradual scrolling up, dis-appearing; integrate with player class (addText)
  + Integrate Sound code (wherever it is)
* Medium priority:
  + Get rid of unused files.

Job: Art / Audio

Assigned (1.5): John (0.5), Vinny (0.5), Jordan (0.5)

Deliverables:

* Top priority:
  + Run John’s script to generate sprite sheets for all enemy/player sprites
    - Delete the old separate images.
  + SoundFX Database and bg-music support (in the application)
    - Have an easy method for accessing, playing-back sounds
* Medium priority
  + Item, Overlay images
  + Modulate SoundFX volume with distance
  + One .map file on graph paper.
* Low priority
  + Additional maps on graph paper.

Network (2)

Assigned: **Corey, Quincy**

Tasks:

* High priority:
  + Understand the mess Jason has written
  + Assist other groups integrating into the trunk
    - GUI
      * New Account
    - Player
      * Serialize / deserialize methods
    - World
      * Serialize / deserialize?? (if needed)
* Medium-Low priority:
  + Chat messages