ETGG1802

Interval #5 jobs (~150 points)

Start Date: 4/10/2012

End Date: 5/1/2012 @ 2:00pm (2 weeks)

Jason:

* Handle garbage IP addresses
* Remove print’s. Use log-level.

Job: **Floater**

Assigned:

Deliverables:

* Help others.

Job: **GUI Elements (0.25)**

Assigned: Rock, Nick Leyder, Corey

Deliverables:

* Medium priority:
  + Login screen: Draw a box around selected class.
  + Only draw line on selected text box.

Job: **World map (3)**

Assigned: Aaron, Clinton

Deliverables:

* Top priority:
  + Include a list of enemies in the Zone class – create Enemy objects at appropriate times.
  + Additional .map file sections:
    - #enemies, spawn points
  + Slow and Environment damage (e.g. lava)
  + Set warps to have entry-points (get rid of pos section of .map file??)
  + Get one copy of all files in the trunk folder (including map editor)
* Very low priority:
  + Key-press ‘help’ in map editor.
  + Display row/column numbers in map editor.
  + Day ⬄ Night transition

Job: **Player (6)**

Assigned: Justin, Cameron, Nick Linton, DJ, Jordan, John

Deliverables:

* Top priority:
  + Integration
    - Get all code into trunk, get rid of all other copies.
    - Spawn point changes to .map file use this to create enemies in the map.
  + Enemies:
    - Enemy bullets in world coordinates.
    - Enemy bullet – player Hit detection (make health bar go down)
  + Player
    - Move all code to the player.py class. Serialize / deserialize method.
    - Floating text creation: fadeout, gradual scrolling up, dis-appearing; integrate with player class (addText)
  + Player and Enemy:
    - Integrate Sound code (wherever it is)
    - Cooldown timer for shots.

Job: **Audio (0.5)**

Assigned: Vinny

Deliverables:

* Top priority:
  + Get SoundFX database into trunk.
  + Find enough sounds for our 8 current enemy sprites

Job: **Network ()**

Assigned: Jason, Nick Leyder, Corey

Tasks:

* High priority:
  + New Account: Include class data
  + Chat: Display in-game (on all connected players)
  + Assist player class in serialize / deserialize methods.

Job: **Level Design ()**

Assigned: Vinny (0.5), Chris, Quincy

Tasks:

* Top priority:
  + Make the .map files for each zone (use Vinny’s concept art)
* Medium-high priority:
  + Add “extra” .map sections (e.g. exits, spawn points, overlays, etc) – use the readme.txt file for info on how to structure the extra sections.