Product Backlog

Key:

[0] – MUST get done

[1] – Important

[2] – Needed, but can wait

[3] – Optional

* [0] 1 Dungeon
  + [3] Multiple rooms
  + [1] Town
    - [0] Shop
      * [0] Replenish hearts
      * [0] Shield
      * [1] Bombs
  + [1] Puzzles
    - [0] Pushing blocks
    - [0] Doors with keys
      * [0] Boss key
    - [0] Using bombs (breakable walls)
    - [2] Ranged button (req boomerang)
  + [0] Obstacles
    - [1] Spikes
    - [2] Water
    - [0] Boulders
    - [1] Cracked walls
  + [2] Plants
    - [2] Can’t walk over
    - [2] Random chance to drop gems & hearts when hit by sword
* [0] Player
  + [1] Animation
    - [1] Attacking
      * [1] Wielded items
    - [1] Damaged
    - [1] Idle
* [0] Items
  + [1] Currency (Gems)
  + [0] Power Bracelet
    - [0] Push boulders
  + [0] Wielded
    - [0] Sword
    - [0] Shield
    - [1] Wand (fireball)
    - [1] Boomerang
    - [1] Bombs
      * [2] Thrown & dropped
  + [0] Pick-ups
    - [0] Keys
      * [0] Boss
      * [0] Dungeon
      * [1] Magical key
    - [0] Recovery heart
  + [1] Compass
  + [1] Dungeon Map
  + [3] Raft (traverse water)
* [0] Enemies
  + [1] Animated (all types)
    - [1] Attacking
    - [1] Damaged
    - [1] Idle
  + [0] Types
    - [0] Moblin
      * [1] Archer
      * [0] Melee
    - [0] Keese
    - [0] Boss
      * [0] Dodongo
    - [2] Armos/Darknut
  + [0] AI
    - [0] Normal MOB
      * [0] Wander
      * [0] Chase
      * [0] Attack
        + [0] Ranged
        + [0] Melee
    - [1] Boss
      * [1] Move
      * [1] Charge
* [2] NPCs
  + [1] Shop
  + [3] Simple dialogue