	Task Type	Priority	Description	Status	Resolution	Assigned To	Sprint	Notes
Design	Task	Normal	River Level grayboxing	4-On Hold		Liza	2	
Implementation	Task	High	Spark and Berry rig & animations	3-Closed	Complete	Luke	2	
Implementation	Feature	Normal	Light ball pickup mechanic	3-Closed	Complete	Jared	2	
Implementation	Feature	High	Player is eliminated when light ball explodes, goes too far off the map, falls into the river, gets hit by a car	3-Closed	Complete	Rae	2	
Implementation	Feature	Normal	Light ball throwing mechanic	3-Closed	Complete	Jared	2	
Assets	Task	Normal	High Street scene props	3-Closed	Complete	Leah	2	
Assets	Task	Normal	River Background	4-On Hold		Liza	2	
Design	Task	Normal	Mothman player character concept	3-Closed	Complete	Leah	2	
Design	Task	High	River Level concept	4-On Hold		Liza	2	
Design	Task	High	Flatwoods player character concept	3-Closed	Complete	Leah	2	other wv/appalachian cryptid
Assets	Task	Normal	High Street Background	3-Closed	Complete	Liza	2	
Production	Task	High	Game diagram	3-Closed	Complete	Liza	2	gameplay loop diagram
Implementation	Feature	Normal	Light ball timer & explosion	3-Closed	Complete	Chris	2	after timer is done, light ball explodes to eliminate the player holding it
Assets	Task	Normal	Kayak model	4-On Hold		Leah	2	Kayak, raft, or other river floatation
Design	Feature	URGENT!	Group Discussion re: slide 5 topics: tighten gameplay, designed levels, UI	3-Closed	Complete	students interested in selecting this project to work on	2	More tasks will likely come up while having this discussion.
Production	Task	URGENT!	Style sheet	3-Closed	Complete	Luke	2	changing to a more fun and soft style
Production	Task	Normal	epic player service research for online play	3-Closed	Complete	Rae	2	research how large and difficult the task would be and determine if it is a reasonable goal for the semester. **Determined online play will be postponed until a future session**
Production	Task	URGENT!	Research github/unreal issues	3-Closed	Complete	Jared/Rhys	2	
Production	Task	URGENT!	Github Unreal guide	3-Closed	Complete	Jared	2	
Production	Task	URGENT!	Clean, organize, prepare github repository	4-On Hold		Liza	2	Research ways to deal with Unreal + Github pull errors
Implementation	Feature	Normal	Player push mechanic	4-On Hold	Won't Do		2	Pushing too similar to punching
Implementation	Task	URGENT!	Implement controller support	1-In Progress		Cameron, Rae, Brady	2	For 4 player local co-op
Assets	Task	Low	Spark model update to be in new style	0-To Do		Luke	3	
Assets	Task	Low	Berry model update to be in new style	0-To Do		Luke	3	
Implementation	Feature	Low	Punching mechanic	3-Closed	Complete	Cameron	3	
Implementation	Feature	High	Respawn the light when there's more than 1 player	4-On Hold		Rae	3	May have to wait for 4 player functionality.
Implementation	Task	Low	Adjust player jumping/movemnet	4-On Hold			3	compare character movement to each other
Implementation	Feature	Normal	Spark player ability	4-On Hold			3	
Implementation	Feature	Normal	Berry player ability	4-On Hold			3	
Implementation	Feature	Normal	Mothman player ability	4-On Hold			3	
Implementation	Feature	Normal	Flatwood player ability	4-On Hold			3	
Assets	Task	Normal	Item power ups	4-On Hold	Duplicate		3	Name too vague
Implementation	Bug	High	Fix end of round so that it doesn't freeze	3-Closed	Complete	Chris	3	
Production	Task	High	Item power up brainstorm	3-Closed	Complete	Group	3	Discuss either Sunday Oct 1 or Tuesday Oct 3
Implementation	Feature	Low	water rising to eliminate characters	4-On Hold			3	river level on hold
Implementation	Task	Normal	evaluate brian branch and determine if pull is necesary	3-Closed	Complete		3	brian has standing commits not on main. commits unnecessary
Assets	Task	Normal	Redesign Buildings and assets in Road level	3-Closed	Complete	Luke	3	

	Task Type	Priority	Description	Status	Resolution	Assigned To	Sprint	Notes
Implementation	Task	Normal	High Street new layout/grayboxing	3-Closed	Complete	Colwyn	3	Redoing in new map, camera now set at street view 50% there
Implementation	Feature	High	End the game when there's 1 player left	4-On Hold		Chris	3	Works alongside "fix end of round so it doesn't freeze" may have to wait for 4 player compatibility
Implementation	Feature	Normal	Sticky Tape	3-Closed	Complete	Jared	3	
Implementation	Feature	Normal	Bug Zapper	3-Closed	Complete	Cameron	3	
Implementation	Feature	Normal	Bubble Sheild	3-Closed	Complete	Chris	3	
Implementation	Feature	Normal	Spider web	3-Closed	Complete	Rae	3	
Assets	Task	Normal	Character movement sounds (jump,run,throw)	0-To Do			3	
Assets	Task	Normal	Background music	0-To Do			3	
Assets	Task	Normal	Light ball sound (pickup)	0-To Do			3	
Assets	Task	Normal	Timers sound effects	0-To Do			3	
Assets	Task	Normal	bug zapper sound	0-To Do			3	
Assets	Task	Normal	sticky sound	0-To Do			3	
Assets	Task	Normal	shield bubble sound	0-To Do			3	
Assets	Task	Normal	spider web item sound	0-To Do			3	
Assets	Task	Normal	Item 3D models	3-Closed	Complete	Leah	3	
Implementation	Feature	Normal	cars drive down road and hit players	1-In Progress		Cameron	3	
Testing	Bug	High	lamp duplicating if it is thrown at the same time its caught	3-Closed	Complete	Jared	3	
Implementation	Feature	Low	adjust camera movement	4-On Hold			3	
Testing	Bug	High	spark and berry models attached to same controller in built ver	3-Closed	Complete	Jared	3	in built ver, spark and berry move together wtih WASD so spark can't move by itself. does not occur in editor
Testing	Bug	High	camera attached to back of berry's head like a 3rd person view in built ver	3-Closed	Complete	Jared	3	
Implementation	Task	Normal	adjusting the street length	0-To Do			3	
Implementation	Feature	High	Light ball magnetizing to nearest player when thrown so that it doesn't just sit on the ground	3-Closed	Complete	Jared	4	
Implementation	Feature	Normal	When light explodes, other players in a radius ragdol across the map	4-On Hold		Jared	4	Wait for 4 players
Assets	Task	Normal	Player Icons	0-To Do		Liza	4	
Production	Task	Normal	Tutorial/Rules screen	3-Closed	Complete	Liza	4	Can be a basic overlay or a separate tab
Assets	Task	Normal	Menu UI new assets	1-In Progress		Liza	4	
Assets	Task	Normal	Mothman 3D model & texture	4-On Hold			4	
Implementation	Task	Normal	Mothman rig & animation	4-On Hold		Luke	4	
Assets	Task	Normal	Flatwoods character 3D model & texture	4-On Hold		Luke	4	
Implementation	Task	Normal	Flatwoods character rig & animation	4-On Hold		Luke	4	
Testing	Bug	High	lamp thrown into buildings, it disappears	3-Closed	Complete	Jared	4	
Implementation	Feature	Low	Update main menu	2-In Review		Chris	4	Includes audio settings, control/gameplay settings, restart match, about tab
Implementation	Task	Normal	Add in-game menu functionality	1-In Progress		Chris	4	
Assets	Task	Low	Splash screen for game loading/start screen	2-In Review		Liza	4	
Implementation	Feature	Normal	Boats float down the river and off screen	4-On Hold			4	river level on hold
Implementation	Feature	Normal	player character select	4-On Hold			4	
Production	Task	Low	GDD	1-In Progress		Liza	4	
Production	Task	Normal	Credits Doc	3-Closed	Complete	Liza	4	
Production	Task	Normal	controller compatibility research	3-Closed	Complete	Rae	4	researching how xbox game controllers can be implemented with unreal. look into 4 controller connection

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Implementation	Task	Normal	Implement Epic Online Services	4-On Hold	Won't Do		4	At first we'll be adding player identity and cloud saves. Later we'll add P2P online play. **On hold until next semester**
Marketing	Task	Low	Create Steam and Epic Games store pages	4-On Hold	Won't Do	Publishing Committee	4	Later task after all base gameplay, features, and levels are finished.
Implementation	Task	Normal	Put scene props in High Street level	0-To Do		Colwyn	4	
Assets	Task	Normal	Item pick up sound	1-In Progress		Eric	4	
Assets	Task	Low	Main menu animated screen	0-To Do		Liza	4	
Implementation	Bug	High	Character gets stuck after getting trapped as well on their own trap on the map	3-Closed	Complete	Jared	4	When a character plants a trap on the ground and the enemy gets trapped then the character also then gets trapped, the character gets stuck on the map.
Implementation	Bug	High	Characters can move out of the map	3-Closed	Complete	Jared	4	When the character moves towards the far end of the map then makes a right or turn left, the characters can get out of the map
Implementation	Bug	URGENT!	Characters can throw lamp out of the map	2-In Review		Jared	4	When the characters move toward the edge of the map or jumping high enough on buildings, the characters can throw the lamp out of the map.
Implementation	Bug	Normal	Traps can be placed mid-air on the map	3-Closed	Complete	Jared	4	When the character jumps, the character can place the trap mid air on the map
Implementation	Bug	Low	Characters are casting 2 shadows at the same time on the map	3-Closed	Complete	Liza	4	There are 2 light sources for the buildings on the sides causing this
Implementation	Bug	Normal	Traps can be placed underneath the sidewalks and buildings of the map	2-In Review		Jared	4	when the characters move toward teh sidewalk or building onthe map then placed the trap, the traps are placed underneath the sidewalks and building
Assets	Task	Normal	New Logo	2-In Review		Liza	4	
Implementation	Task	Normal	Fix Player 2 blueprint to not rely on Player 1 blueprint	4-On Hold		Jared	4	Player 1 controls cast to player 2 rather than player 2 being separate
Implementation	Task	Normal	Put items together on the same keybind	1-In Progress		Cameron	4	
Implementation	Task	Normal	All items spawn in similar ways on the map	1-In Progress		Cameron	4	
Marketing	Task	High	Trailer	0-To Do		Samantha	4	