# Goals

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| Step | sub | Goal | Date succeeded |
| 1 |  | ***Build a Physics engine*** |  |
|  | 1 | Manage to make a graphics interface (manage to make a point move about on the screen). |  |
|  | 2 | Manage to make objects move on said graphics interface |  |
|  | 3 | Manage to control movement of objects on the interface via key presses. |  |
|  | 4 | Manage to set limits and boundaries to movement. |  |
|  | 5 | Add properties and classes for objects and character that define them as solid and non-solid. |  |
|  | 6 | Find way to make screen change when moving from area to area. |  |
|  | 7 | Add projectiles and make them obey certain laws. |  |
|  | 8 | Implement scrolling for moving around large areas. |  |
| 2 |  | ***Add Story*** |  |
|  | 1 | Make a basic plot diagram for the story. |  |
|  | 2 | Give characters roles; NPCs, enemies, main character, and make concept art for each. |  |
|  | 3 | Consider behaviour for bosses/characters. |  |
|  | 4 | Make concept art for backgrounds and stages. |  |
|  | 5 | Consider what bosses do and how they interact with player. |  |
|  | 6 | Add bosses, NPCs and enemies to game |  |
|  | 7 | Code in NPC and enemy behaviour. |  |
|  | 8 | Code in boss behaviour |  |
| 3 |  | ***Add Assets*** |  |
|  | 1 | Make character models (for main character and all characters with existing classes). |  |
|  | 2 | Make art assets for background (make background for existing and some future stages). |  |
|  | 3 | Make art assets for individual objects. (Make assets for every type of existing object). |  |
|  | 4 | Add animations for background, objects and models. (Make animations for every action). |  |
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