TEXT – Complete TEXT – In progress (designing/test) TEXT - Rejected TEXT – Planned

TEXT – Follow up

Graphical

1. Characters

* Archetype (models/texture/animations/sound)
* Ability (models/texture/sound)
* Main weapon (models/texture/sound)

1. Map

* Environment (models/texture/music)
* Spawns (models/texture)
* Events place (models/texture/scripts)

1. Items

* Pick-up item (models/texture/scripts)
* Design objects (models/texture)

Physical

1. Shooting (sounds/scripts)
2. Moving (sounds/scripts)

Gameplay

1. Team division (scripts)
2. Game mode (map/scripts)
3. Inter classes communication (scripts/tricks)
4. Settings (scripts)

Communication

1. Connecting (scripts)
2. Online communication (scripts)
3. Player interaction (scripts/tricks)

Music & Sound

1. Theme

* Menu theme
* Level theme

1. Sound FX

* Moving
* Shooting
* Game object sound
* Pick-up sound
* Ability sound

Other

1. Menu (scene/music)
2. Lobby (scene/music)

List of development

|  |  |  |  |
| --- | --- | --- | --- |
| State | Item | Assignee | Comments |
|  | Test weapon model | Andrey | A simple model of weapon |
|  | Test character model/animations(run, idle) | Andrey |  |
|  | Shooting(damage) | Egor |  |
|  | Health system | Egor | Damage and restoration |
|  | Stamina | Egor |  |
|  | Level design | Egor | A new one map is needed |
|  | Stat system | Leonid |  |
|  | Archetypes concept | Leonid |  |
|  | Characters abilities | Leonid |  |
|  | Sound effects accumulation | Alexander | You can start with shooting and moving sounds. Please prepare several examples of each. |