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

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