

ToDo-List

1. Sound Asset Aquisition & Testing:

1. week: Aquire sounds for main character (jumping, running, landing, open/close doors, take damage, death, revive, shoot/ram enemies)
2. week: enemies (spider crawling , spider bite, etc.)
Aquire background sound for forest and underground lvl
3. week: Design complete soundscape
make sure everything fits our style and nothing is missing

2. Jungle BG Artist

1. week: Produce high-quality jungle artwork and animated artwork for the background (like the ones Bernd made, at least 3)
2. week: Produce/Find a viable high-res background for the Jungle-Level
3. Design complete Jungle Background
make sure everything fits our style and nothing is missing

3. Cave BG Artist

1. week: Produce high-quality cave/cellar artwork and animated artwork for the background (like the ones Bernd made, at least 3)
2. week: Produce/Find a viable high-res background for the Jungle-Level
3. Design complete Jungle Background
make sure everything fits our style and nothing is missing

4. Character Animation

1. week: Create jumping animation for our main character
2. week: Create 1 more completely animated enemy of your choosing (f.e. bat, bear, wolf, rat etc.) -> animated walking is enough
3. Design complete Main Char and enemies. Do we have enough? Is everything in place?

5. Jungle Tileset Artist

1. week: create 1 more tileset for our jungle level
2. week: create custom tiles (f.e. cave entrance, hole in the ground, at least 3)
3. week: make sure jungle looks good. Add stuff to make it look perfect/playable.

6. Cave/Cellar Tileset Artist

1. week: create 1 more tileset for our cellar level
cover all possible situations.
2. week: create custom tiles (f.e. broken wall, well, torch, at least 3)
(optional: Design cellar level in Game Maker)
3. week: make sure jungle looks good. Add stuff to make it look perfect/playable.



Everyone choose one path of work. Please let me know what you want to do. Post it on FB. We dont need any confusion now.

Best regards,

Max