TDS – working level 2do list

Programming:

* First proper level layout
  + Static entity placement
  + Spawn-Areas not on screen
* Players:
  + Robot
    - Artil mode code
      * Top-down Aiming
      * Explosion on impact
      * Bullet path
  + Brute:
    - Melee attack
    - Blink
* Pathfinding
  + Second thread for path finding maps
  + Creating path finding maps
  + Path finding
* Fog of war
  + Hitscan
  + Creating obstruction polygons
  + Rendering only stuff not in obstruction polygons
* Creating 3 enemies
  + Looks
  + Behaviour
* Creating one boss
  + Looks
  + Stage based behaviour
* Improving Gunplay
  + Recoil
  + Impact
* Creating Death animation
* Collision detection
  + Circular
  + Convex Polygons

Art:

* First Proper Level
  + Concept
  + Background
  + Static entities
* Players
  + Robot:
    - Body Texture
    - Gun Texture
    - Movement animation
    - Shooting animation normal mode
    - Body transformation animation
    - Gun transformation animation
    - Gun Aim animation
    - Idle Animation
  + Brute:
    - Body Parts:
      * Legs
      * Upper Body
      * Arms
    - Idle Animations
    - Walking animation
    - Attack animations
    - Blink Animation
    - Pulse bomb animation
* 3 More enemies:
  + Idle Animation
  + Movement Animation
  + Attack Animation
* Boss
  + Stages:
    - Normal
    - Damages / Enraged
  + Idle Animations
  + Movement Animations
  + Attack animations
* Death Animations