Boss Bros Goals

Have a Tutorial at alpha stage by **SUMMER.**Tutorial completable and have players ready to defeat bosses!  
Some alpha VFX and basic environment models completed.

# March -> April

TEAM

Decide on environment for tutorial (home of the gnomes)

## Oliver

Finish healing tutorial “boss” fight.

Add highlight effect that manual target healing is active.

If time, finish the object pooling for VFX and Spawnable Objects

## Olof

Depending on the tutorial environment, create the most needed prop. E.g. if forest, create the beautiful tree.

## Joel

Attach all the blockout animations to gnomes.

# April -> May

## Oliver

Create the damage enemy tutorial

## Olof

Create and animate the gates that should open when players complete tutorials. Fences used in tutorial arenas.

## Joel

Create lightning and fire that is used by totem on healing tutorial

# May -> June

## Oliver

Create tank tutorial and final boss fight.

## Olof

Create rest of environment props, stones, shrubberies

## Joel

Create voice lines for tutorial (healing totem tutorial, attack targets tutorial, tank tutorial, boss tutorial)