

# Project Management – Vit Precht

During this project, my teammates and I discussed the best ways of communication, and task division.

To communicate we have used Discord, where we have created our own group so everyone can be notified for any updates, changes in schedules, and access for creating group calls to further discuss the project.

The project management was evenly divided between all the members because everyone was producing great ideas, so everyone was their own boss. It all led to an amazing creative freedom.

It started with the excel sheet where we split the percentage for everyone.

After that everyone became their own boss and progressively ticked out tasks inside of a great online tool called “Milanote”, which we used to create to-do lists, adding notes to tasks, and setting deadlines for ourselves.

**Liam**  
7 cards

**lan**  
1 card

**Soph**  
1 card

**VIT**  
0 cards

**VIT**

**Coding:**

- ✓ Player movement
- ✓ Player basic attacks
- ✓ Sandbag knockback
- ✓ Bouncing off walls
- ✓ Platforms
- ✓ Sandbag and Player collisions with platforms
- ✓ Bounce pad
- ✓ Equip system
- ✓ Sandbag damage
- ✓ Shop system
- ✓ Menu system
- **Specials (16 unique ones)**
- ✓ Screen transitions
- **Basic Levels (3)**
- **Level Random Generation**
- ✓ Character Select Stats Screen

**Art:**

- ✓ Character (6)
- ✓ Sandbag
- ✓ Backgrounds
- **Shop Icons**
- ✓ Platforms
- ✓ Bounce Pad
- ✓ Splash Screen
- Assign to...
- ✓ Title Screen
- ✓ Menu Buttons
- ✓ Map / Menu
- ✓ Coins

**Possible Extra Additions**  
7 cards

- VIDEO, PDFs, excel sheet update
- Character animations.
- **Shop-system (Ian)**
- When buying go from black and white to color.
- **Main-Menu-art**
- 2 special attacks each
- **Randomly decide on level (Vit)**
- **1 more background (Vit)**
- **Splash Screen (Liam)**
- **Help turns into instructions on main menu**
- Particles (if time)
- Change your character's stats
- Projectile sprite (16x16)
- **Controller support Menu (Ian)**

**Past Weeks**  
2 cards

**Possible Extra Additions**  
7 cards

- Multiple Characters. Each character starts with different basic attacks.
- Achievements
- Different unlockable starting abilities
- More Levels
- Full Controller support
- 2 Players
- Difficulty System