

If you think anything is missing throw a message into the group chat and they can be added if reasonable. This way we have the most detail and don't forget anything.

## Deadlines

March 16th

### Team Novel

Call of the Wild chapter finished and ready to be polished and edited to fit any final changes made to the projects.

#### Basics

Have them try setting up the project with specified directions

- Make the window size 1024x600
- Set the Stretching to 2D and Keep
- Setup file structure and place assets from Asset zip to the respective asset folders

Walk through animations

- Player animations
- Enemy animations
- When doing this leave one every so often up for them to do so they have to practice on their own which should build their skills better.

#### Tilesets

Have them create their own tileset and Tilemap since they'll learn this in the 1st tutorial

Walk them through creating a Level Template

- Scene Tree structure
- Node setup

Setup physics layers

- Environment
- Character
- Hazard
- Collectable

## HUD

Create HUD Scene

- Health bar
- Stamina bar
- Pause Menu

## Player

Walk them through input mapping

Create Animations

Write Script

- Movement Code
  - Run/Idle
  - Crouch
  - Slide
  - Ladder Climbing
  - Long Jump
  - Wallrun
- Combat Code
  - Attacking
  - Taking Damage
  - Parry Mechanic
  - Backstep Movement

## Enemies

Create the Enemy Template Scene

Write the Enemy Template Script

Create 3 types of enemies

- Weak
- Standard
- Strong

## Team Code

Both game projects should be finished and ready to be documented.

Call of the Wild

Coldline Canada

## March 31st

**Team Novel:** Coldline Canada chapter finished and polished.

It's important to note that Coldline Canada will be placed in the ebook first so this is the project where we'll cover Godot basics.

### Checklist

Cover each part of the Godot editor

- File System
- Inspector
- Scene Tree
- Node Tabs
  - Signals
  - Groups
- Important Project Settings they'll edit almost every project during setup
  - Display settings

Cover file structure and why it's important

Cover Tileset creation and Tilemapping

Cover Physics Layers while setting them up. This will continue Project settings coverage.

Cover input mapping while setting them up

- What's an Action?

Cover sprites and how to import them for a pixel art game

- Using the 2D pixel preset in the Import tab and what it does.
- Why does Godot blur pixel art by default??

Cover AnimationPlayers

- What do they do
  - What's an animation?
  - What can you use in an animation?
- Explain the Animation tab interface

Cover Kinematic, Rigid, and Static bodies

- Why use a Kinematic body for a player?

- Why use static bodies for the ground?

#### Cover Variables Types

- What's an onready var?
- What's an export var?
- What hints can go in export (hint) var?
  - What do these hints do?
  - Mention you make presets by doing export (hint, preset, preset) var
    - Example: export (String, "Name1", "Name2") var
- What's a constant?
- Mention that you can set the type of a variable
  - var test : int
  - var test : float

**Team Code:** Address any bug fixes that need to be made.