Dead Melody
task list

Lourenço Rosário a22402755

Art
-Sound Design;
-Particle System.

Documentation

Game Design Document (GDD);

- Programming Asset List.

Game Design
-Level 2 (3 puzzles);

Programming

-Player follow;
-Camara Follow;
-Guitar Combos (not implemented);
- Music Manager;
-Particle System of jump and death.

Rafael Canhoto a22401658

Art
-Menus;
-Ui;
-Particle System.

Documentation
-Game Design Document (GDD);

Game Design

-Level 1 (6 puzzles);
-Player and Guitar mechanics.

Programming

-Okapi →C Sharp;
-Player Movement ;
- Guitar mechanics;
-Animations of player and obstacles;
-Menus and Buttons;
-All the scenes transitions;
-Particle System of guitar.

Sabrina Silva a22402895

Art
-All the art except menus, ui and sound.

Documentation

-Task List;
-Notion organization.

Game Design Document (GDD)

-Art Asset List.

Programming

-Paralax.