

Detailed Character Art

Main character design - Joelle (Done)

Warden design - Joelle (Done)

Robber design - Joelle (Done)

Side character 1 (Glitch) design - Joelle

Side character 2 (Antler) design - Joelle

Main character Talking images with 4 emotions - Joelle

Warden Fight Introduction image - Joelle

Robber Fight Introduction image - Joelle

Side character 1 (Glitch) mugshot (for party screen) - Joelle

Side character 2 (Antler) mugshot (for party screen) - Joelle

Pixel Sprite Art

Main character sprite idle animation - Joelle

Main character sprite walking animation - Joelle

Main character sprite jumping animation - Joelle

Main character sprite punching animation - Joelle

Warden shooting animation - Joelle

Warden lock up animation - Joelle

Robber crowbar animation - Joelle

Robber ragebait stealing animation - Joelle

Environmental Art

Level 1 Environment (with separated assets) - Vanessa (Done)

Level 1 Cell Environment - Vanessa

Level 1 Warden's Office Environment - Vanessa

Level 1 Detailed Talking Background for Main Area - Vanessa

Environmental Assets (files, weapons, items, etc) - Vanessa

GUI & Hud

Health Bar design - Vanessa (Done)

Health Bar coding - Vanessa

Button design - Vanessa (Done)

Button coding (click functions) - Vanessa

Party Screen Design - Vanessa (Done)

Party Screen Coding - Vanessa

Side Character Buffs + Debuffs Button Implementation - Vanessa

Character Introduction (Before Fight) Design - Vanessa

Character Introduction (Before Fight) Implementation - Vanessa

Dialogue / Narrative Screen Design - Vanessa

Dialogue / Narrative Screen Implementation - Vanessa

Main Menu Screen - Joelle/RJ/Vanessa

Level Design

Starter Cell Scene Level Design - RJ
Warden's Office Level Design - RJ
Main Area Level Design - RJ
Miscellaneous Cell Level Designs - RJ

Character Programming

Programming for Walking - Programming for Jumping - Joseph
Programming for Idle cycle - Joseph
Programming for Standard fight (punch) mechanics - Joseph
Programming for Player to use Shotgun (after Warden fight) mechanics - Joseph
Programming for Interaction with objects/environment -Joseph
Programming for Character Expressions in Dialogue Sequences Screen -Joseph
Warden fight programming (lock-up) - Joseph
Warden fight programming (salt shotgun) - Joseph
Robber fight programming (ragebait mechanic) -Joseph
Robber fight programming (crowbar attack) -Joseph
Programming for side character 1 (Glitch) 'speed' buff - Vanessa
Programming for side character 2 (Antler) 'tracking' buff - Vanessa

Sound Design

Main Menu Screen Sound Track - Edwin
Main Area Sound Track - Edwin
Dialogue Sound Track - Edwin
Fight Sound Track Warden - Edwin
Fight Sound Track Robber - Edwin
Fight Sound Effects (punch, shoot, whack, getting hit) - Edwin
Click Audio (for standard buttons) - Edwin
Click Audio 'Character Select' (for side character 1 button in party)
Click Audio 'Character Select' (for side character 2 button in party)

Narrative and Dialogue

Introduction/Game Start Script - Joseph (Done)

Side character 1 introduction script - Joseph
Side character 2 introduction script - Joseph
Miscellaneous object interaction scripts (finding files, weapons, tools, etc) - Joseph
Warden before-battle script - Joseph
Warden after-battle script - Joseph
Robber before-battle script - Joseph
Robber after-battle script - Joseph

