|  |  |  |  |
| --- | --- | --- | --- |
| **To Do:** | **Who** | **Notes/Links** | **Due Dates** |
| **Grid system** |  |  |  |
|  |  |  |  |
| **Building mechanics** |  |  |  |
|  |  |  |  |
| **Movement** |  |  |  |
| A\* algorithm | Sam |  | 11/12/21 |
| Tile color change | Sam |  |  |
| Tile color change for non passable | Sam |  |  |
|  |  |  |  |
| **Synching** |  |  |  |
| Buildings |  |  |  |
| Unit movement |  |  |  |
| Unit locations |  |  |  |
| Unit stats |  |  |  |
| Opponent unit visibility |  |  |  |
| Timers |  |  |  |
|  |  |  |  |
| **Camera** |  |  |  |
| Set up |  |  |  |
| Controls |  |  |  |
| Spectating |  |  |  |
|  |  |  |  |
| **UI** |  |  |  |
| Main menu /character select |  |  |  |
| Building menu |  |  |  |
| Resource menu |  |  |  |
| Unit stats |  |  |  |
| Unit move / attack |  |  |  |
| Win Menu |  |  |  |
| Lose Menu |  |  |  |
|  |  |  |  |
| **Tile effects** | sam |  |  |
| Movement | sam |  |  |
| Visibility | sam |  |  |
| Damage | sam |  |  |
| **Can’t Pass through** | sam |  |  |
| Mountains | sam |  |  |
| Opponent Units | sam |  |  |
| Water | sam |  |  |
| Walls | sam |  |  |
| Doors | sam |  |  |
| towers | sam | Finish impleneting rangeUp |  |
| **Can Pass through** | sam |  |  |
| Regular tiles | sam |  |  |
| Broken tiles | sam |  |  |
| Friendly units | sam | can’t be on same tile as other units |  |
|  |  |  |  |
| **Upgrades (Stars)** | sam |  |  |
| Set up stars | sam |  |  |
|  |  |  |  |
| **Unit Interactions** | Sam |  |  |
| Attack | Sam |  |  |
| Unlock door (spy) | Sam |  |  |
| Heal (healer) | Sam |  |  |
| Increase Defense (defender) | Sam |  |  |
|  |  |  |  |
| **Timers** |  |  |  |
| Build phase |  |  |  |
| Combat phase |  |  |  |
| unit movement cool down |  |  |  |
| unit spell cool down |  |  |  |
| unit attack cool down |  |  |  |
| star spawns |  |  |  |
|  |  |  |  |
| **Animations** | Sam |  |  |
| Idle | Sam |  |  |
| Walk | Sam |  |  |
| Attack | Sam |  |  |
| Damage | Sam | make unit flash |  |
|  |  |  |  |
| **Finish Art** | Sam |  |  |
|  |  |  |  |
| **Find music/SFX** |  | Will work on later |  |
| Map Music |  |  |  |
| Attack SFX |  |  |  |
| Damage SFX |  |  |  |
| Lvl Up SFX |  |  |  |
| Break wood SFX |  |  |  |
| Break Stone SFX |  |  |  |

**Notes:**

Board 30 x 30

Reduce unit movement

**Scripts**

**UI**: unit stats, building ui, resources UI,

**Timer:** unit timers, building phase, combat phase, stars

**Movement:** A\* alg, tile changes

**Controls:** mouse controls, clicking units, setting units, setting buildings

**Camera:** movement, **select unit centers on them???,**

**Unit interactions**: attack, passibility, spells, tile interactions, getting upgrades, visibility, projectile (range) passible

**Building:** selecting, placing, dragging, destroying

Sam finish scripts:

Walls

Environment tiles