

Carrot Quest ASSET LIST						
Department	Asset	Task	Who	Due	Priority	Status
ART	Vagabond Bunny	Walk animation front	Joy	9/20/2023	High	Complete
ART	Vagabond Bunny	Walk animation back	Joy	9/20/2023	High	Complete
ART	Vagabond Bunny	Walk animation side	Joy	9/20/2023	High	Complete
ART	Grasslands Tileset	Create ground tiles	Joy	10/8/2023	High	Complete
ART	Grasslands Tileset	Create trees	Joy	10/8/2023	High	Complete
ART	Grasslands Tileset	Create fences	Joy	10/8/2023	High	Complete
ART	Grasslands Tileset	Create lake	Joy	10/8/2023	Low	ON HOLD
ART	Bullet Bunny Enemy	Create idle sprite	Joy	10/18/2023	High	ON HOLD
ART	Bullet Bunny Enemy	Walk animation front	Joy	10/18/2023	High	Complete
ART	Bullet Bunny Enemy	Walk animation back	Joy	10/18/2023	High	Complete
ART	Bullet Bunny Enemy	Walk animation side	Joy	10/18/2023	High	Complete
ART	Slime? Enemy	Create idle sprite	Joy	10/25/2023	High	ON HOLD
ART	Slime? Enemy	Walk animation front	Joy	10/25/2023	High	Complete
ART	Slime? Enemy	Walk animation back	Joy	10/25/2023	High	Complete
ART	Slime? Enemy	Walk animation side	Joy	10/25/2023	High	Complete
ART	Bear Bunny Enemy	Create idle sprite	Joy	11/1/2023	High	ON HOLD
ART	Bear Bunny Enemy	Walk animation front	Joy	11/1/2023	High	ON HOLD
ART	Bear Bunny Enemy	Walk animation back	Joy	11/1/2023	High	ON HOLD
ART	Bear Bunny Enemy	Walk animation side	Joy	11/1/2023	High	ON HOLD
ART	Bear Bunny Enemy	Attack animation	Joy	11/1/2023	High	ON HOLD
ART	Bunnyville House	Art of a house in Bunnyville.	Joy	11/8/2023	Low	ON HOLD
ART	Revolver item art	Art for the revolver weapon.	Joy	11/15/2023	Low	ON HOLD
ART	Slingshot item art	Art for the slingshot weapon.	Joy	11/15/2023	Low	ON HOLD
ART	Carrot Powerup Art	Art for the carrot powerup. Grows from the ground.	Joy	11/15/2023	Low	OVERDUE
ART	UI Buttons	UI art for the buttons on the menus and dialogue screens.	Joy	11/15/2023	Low	ON HOLD
ART	UI Text Display	UI art for text boxes - instructions, dialogue, inventory, etc.	Joy	11/15/2023	Low	ON HOLD
ART	Title Art for Main Menu	Title art for Carrot Quest: The Root of Evil. Incorporate carrot/bunny/woods elements.	Joy	11/15/2023	Low	Complete
ART	Vagabond Bunny	Player death animation. Falls to floor.	Joy	11/22/2023	Low	ON HOLD
ART	Implement Art	Implement enemy animations for Bullet Bunny and Slime.	Joy	11/22/2023	High	Incomplete
ART	Mountain Art	Art for mountains that will form the impassable barriers to levels.	Joy	11/22/2023	High	Incomplete
PROGRAMMING	Camera Scale	Fix camera to have larger graphics than pixel, adjust physics/knockback/sizes to new camera size	Brenton	9/20/2023	Low	Complete
PROGRAMMING	Gun Attack Fire Rate	Implement a limited gun fire rate (ideally adjustable per weapon), limited bullets, reload	Brenton	9/27/2023	High	Incomplete
PROGRAMMING	Reload Action	A function to press 'R' to reload the gun. Necessary after running out of bullets.	Brenton	9/27/2023	High	Complete
PROGRAMMING	Reload Text	A UI text element that is relatively small at top or bottom of screen. Says "Press 'R' to reload" when the player runs out of bullets. Flashes gently or draws the eye in some other way.	Brenton	10/8/2023	High	Complete
PROGRAMMING	Dodging Action	Press 'Space' to dodge a short distance in the movement direction. Briefly invulnerable.	Brenton	10/8/2023	High	Complete
PROGRAMMING	Burrowing Action	Press and hold 'Shift' to create a burrow entrance and enter the ground. On release of 'Shift', burrow exit is created and Player returns to normal state.	Brenton	10/18/2023	High	Complete
PROGRAMMING	Burrowing Action	While underground (holding down 'Shift'), Player is invulnerable and semi-transparent.	Brenton	10/18/2023	High	Complete
PROGRAMMING	Burrowing Action	When near a burrow entrance or exit, press 'E' to travel through the burrow to the other side.	Brenton	10/18/2023	High	Complete
PROGRAMMING	NPC Interaction	Implement the NPC Hyacinth into the game. When the Player presses 'E' next to an NPC, a dialogue box spawns.	Brenton	10/25/2023	High	Complete
PROGRAMMING	NPC Dialogue	Once the dialogue box spawns, text will display on it, and the Player can click or press 'E' to advance the dialogue. 'Esc' exits the dialogue.(I changed Esc to spacebar, might change it back.	Brenton	10/25/2023	High	Complete
PROGRAMMING	NPC Dialogue	While talking to an NPC, the Player can not fire their gun or move. They are invulnerable to attack.	Brenton	10/25/2023	High	Complete
PROGRAMMING	Healing Carrot Powerup	A carrot that drops from enemies and can be found in the overworld.	Brenton	11/1/2023	High	Complete
PROGRAMMING	Enemies Give Up	After the Player gets a certain distance from an aggroed enemy, the enemy stops pursuing them.	Brenton	11/1/2023	Low	Complete
PROGRAMMING	Slingshot Weapon	A new ranged weapon type added to the game. Hold to aim and release to fire, has a short range.	Brenton	11/1/2023	High	ON HOLD
PROGRAMMING	Slingshot Weapon	Slingshot weapon is now the starting weapon instead of the revolver.	Brenton	11/1/2023	High	ON HOLD
PROGRAMMING	Inventory	An inventory system where items can be picked up and then equipped.	Brenton	11/8/2023	High	Incomplete / 50%
PROGRAMMING	Revolver item pickup	The revolver is an item that can be found, picked up, and then equipped.	Brenton	11/8/2023	High	ON HOLD
PROGRAMMING	Enemy Bullets Slower	Enemy bullets slower, more distinct color. Better chance for Player to dodge.	Brenton	11/22/2023	Low	Complete
PROGRAMMING	NPC Dialogue	While talking to an NPC, the NPC's character art displays beside the text box.	Brenton	11/22/2023	High	Complete
PROGRAMMING	Sword Attack Speed	Implement a limited sword swing rate (ideally adjustable per weapon) so the sword can not be swung as fast as the player can click.	Brenton	11/22/2023	High	ON HOLD
SOUND	Bullet Bunny Shoot	A shooting sound for the bullet bunnies, so that the Player can tell when one is shooting at them from afar.	Brenton	10/18/2023	High	ON HOLD
SOUND	Bullet Bunny Aggro	A monster grunt/squeak-ish sound for when a bullet bunny becomes aggroed to the Player.	Brenton	10/18/2023	High	ON HOLD
SOUND	Gunfire	Shooting sounds for the player's revolver. Should not be too annoying / grating to hear.	Brenton	10/18/2023	High	Incomplete / 99%
SOUND	Reload Necessary	A sound like trying to fire a gun with no bullets in the chamber. A click type sound.	Brenton	10/18/2023	High	ON HOLD
SOUND	Reload	The sound of a gun being reloaded.	Brenton	10/25/2023	High	ON HOLD
SOUND	Sword slash	A 'whoosh' short of slashing sound for when a melee weapon is swung.	Brenton	10/25/2023	High	ON HOLD
SOUND	Bear Bunny Aggro	A monster growl sound when the bear bunny spots the Player.	Brenton	10/25/2023	High	ON HOLD
SOUND	Bear Bunny Attack	A monster growl/grunt when the bear bunny does its melee attack.	Brenton	10/25/2023	High	ON HOLD
SOUND	Slime move sounds	Slime wet sounds that play as it moves.	Brenton	10/25/2023	Low	ON HOLD
SOUND	Green Fields Music	A looping track for the Fields area, that relatively cheerful.	Brenton	11/1/2023	High	ON HOLD
SOUND	Slingshot fire sound	Twang of a slingshot shooting.	Brenton	11/1/2023	Low	ON HOLD
SOUND	UI interaction / Click	Click sound for interacting with UI. Not very high pitched, kind of a wood sound.	Brenton	11/1/2023	Low	ON HOLD
DESIGN	GDD	Fix up Game Design Document.		9/27/2023	High	Complete
DESIGN	Level 1 Layout design	Layout for obstacles and enemies in level 1. Major scene elements included in the layout as well.		10/18/2023	High	Complete
DESIGN	Level 2 Layout design	Layout for obstacles and enemies in level 2. Major scene elements included in the layout as well.		10/25/2023	High	Complete
DESIGN	Level 3 Layout design	Layout for obstacles and enemies in level 3. Major scene elements included in the layout as well.		11/1/2023	High	ON HOLD
DESIGN	Hyacinth dialogue	Write dialogue for Hyacinth to say in the tutorial level.		11/22/2023	High	Incomplete

KEY
Incomplete
Complete
OVERDUE
ON HOLD