Nebula Knights ¥ Private

Sprint Backlog

0 cards

Sprint 5 (2 weeks)

0 cards

In progress

0 cards

Sprint 5 (Review)

0 cards

Done

475 cards

Delay grunt attack so doesn't block doorways





Bible jobs: Pressure plate colour switching, movement slides, camera tilts too much, Enemies move away after player death, changing buttons, enemies flash red, grunt trigger, falling platform flash tweaking, shove stamina cost.





Adjust falling floor navmesh relationship (Any more problems, then just rebuild the level actors to rebuild the navmesh)





Allow the respawner to respawn









4/2017
Falling floors to rise back up again
stamina replenish/cooldown for dash? △ 1 ◆
arrows no through walls ❖
Moved much more into parent character. ❖
Debug Medium Enemy death and refine (more sparks random duration) ◆
Health pick ups replenish on a bell curve instead of snapping to 100. Also cannot pick up if full health.

Rewrote the enemies chase ai and turrets find closest player scripts so now they don't stall when the attacked player dies!

0



Fixed Turrets - aiming, glitches, dispelled svn curses, mesh moving and random floor clipping.

0



Turrets can be destroyed by players



Rewrite turret projectile blueprint
Player dash ⊙
raising floor BP for boss enemy spawn
Scoreboard shown at end (crossing finish line)
Turret bullets to detect walls. Need to wait for final maps.
Excel Stats Implemented ©
Fix respawn bug before death anim finished
Mini map ui - bottom left of screen hud (if needed) ◆
Replace turret floor piece

Billboard and DroneCam scripting and implementing





Added Jump (if needed)

0



Weapon pick up appearance

0



Redraw Timer functions curves - basic animation and zoom cam movement for better, less linear effect

0



Camera position and rotation smoothing through an average of previous positions array

0



Rewrite all camera controls into one simpler blueprint. Debug camera detaching on player id unassigned

•



slowMo killcam awesomeness

0



debugging turret - mainly projectile lifespan var and player 2 collision.

0



Write a level builder program.



Write program to handle data tables. Excel to Unreal compatible quoted.CSV files

0



Turret behaviour blueprint with control over idle rotation, and aim at speed.

0



Behaviour tree blueprint template for percentage driven A.I.



Camera zoom out for all players on screen

0



Player look at direction spin lerp

0



Interpolate Player movement speed so as not snapping to zero or full speed.

•



Fix jump so no flying





Collate duplicated code between player blueprints into one parent class. Also guarantees all players behave the same and will aid the balancing/tweaking process.





Only deal damage to enemies and turrets when actually attacking





Weapon attack animation slowing	on
enemy mesh overlap	





Setup level for recording trailer, - Long corridor with destructible arches throughout.

•



Falling platforms/floor pieces

0



Updated weapon hit boxes so now accurate size

0



medium enemies - death/damage visual feedback - smoke and sparks?

0



Disable controls and invincible until fully spawned in.

0



Slime/Medium enemies flash when hit

0



Fixed Score board since score location changed.

0



Fixed Level 2 level blueprint so now there is a player death event



All hail the buglist! Too much bugfixing and tweaking to list. Hail.





Destructible version of wall pieces, turret projectiles will destroy them. Could be used to protect doors, pick ups. Arches crumbling after enemies

@ P1



When camera zooms out, show player arrows over each player.







Respawn controller vibrate and delay between different players better identifies which player you are.

0





Dash Mechanic

0





Score System General

0





Fixed camera snapping on respawn bug

0





Create a way to spawn the player over ground

0





A pick up that restores health





Respawn with basic weapon Rewrite SlowMo KillCam to pass in other players 0 Program any of Designers/anyones requests to tweak and change gameplay. 0 Doors shut behind players when all players are present in corridor rooms status effects on crossbow projectiles crossbows shoot infront and dont go into the ground. Refactor weapons to a parent class PressurePadDoor SlimeDoor **PvPDoor**

Character Shove a pvp room where a certain number of players have to die before progressing Added Shove pressure pad thing Pick up weapons Visual feedback for when the grunt is hit (chunks) damage to be random within bounds more variation with damage being dealt, (damage over time, crits, etc.) Score UI

High Score Board

Q 1

Enemy Knockback



JC

Adjust the spawner amounts in response to feedback

JC

Create a 'Kill Z' box that will allow players to respawn and stop the camera zooming on death

JC

Fix the crossbows in response to feedback. Making the crossbow bolts bigger and the rate of fire much faster

JC

Work out why and fix the errors blocking the build

JC

Refine enemy spawning particle effect

JC

Create a cube of 'Kill Zs' to stop the player flying off the map

JC

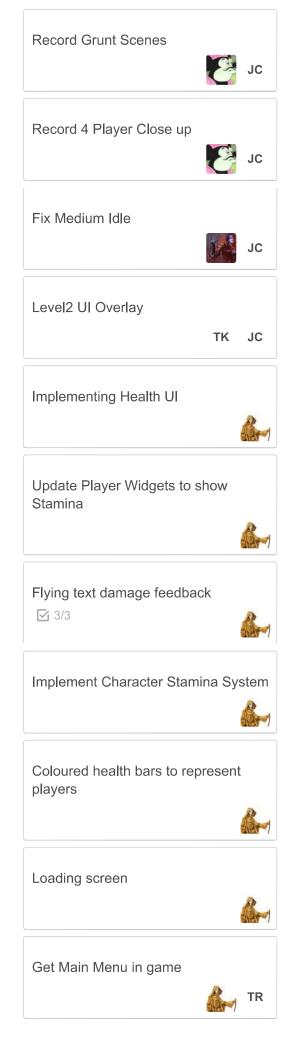
Have all four characters mechanically the same

JC

Implement Particle effects for spawning

JC

Test Blend Animations	JC
Enemy spawning	JC
Put second environment texture a model packs in engine	and JC
Blueprints for Weapon pack 1	JC
Movement controller p 1	JC
Basic environment p 2	JC
Basic combat ☑ 4/4	JC
Refine player particle effects	JC
Fix drop kill zone respawn bug	JC
Implement Audio	JC
Temporary Engine Lighting (In-Ga Replaced)	ame,



Get Main Menu working TR
Start Menu implemented inengine ☑ 3/3
Time affected things
Animations implemented
Learn how not to break SVN version control
Working doors ☑ 2/2
Controller support
Co-op controllers
Concept pitch document and rehearsal
lights over doors

Airlock System intergrated into levels