Nebula Knights ☆ △ Private

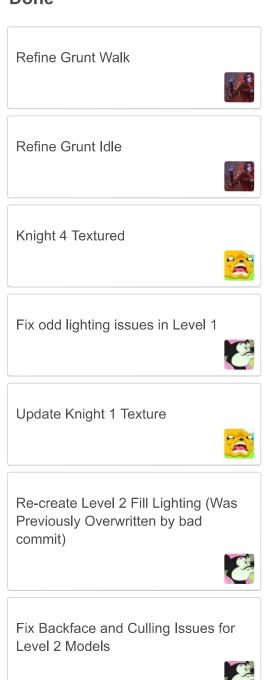
Sprint Backlog

Sprint 5 (2 weeks)

In progress

Sprint 5 (Review)

Done



Create Hero lighting, lightmass, and post processing for Level 2 (In-Game)



Edit AmbientRougnessMetallic Textures to use mask compression



Create Coloured Particles for each Knight (In-Game)



Intro trailer frame 4/6 mapping and drawing



Playtest and feedback writeup







Fix Airlock Colliders for Level 2



Add Slanted Wall Pieces and Colliders to Level 2 Rooms



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

A1 @ P1







Falling floors to rise back up again

1 ○



stamina replenish/cooldown for dash?

1 ○



arrows no through walls

0



Moved much more into parent character.

0



Debug Medium Enemy death and refine (more sparks random duration)

0



Health pick ups replenish on a bell curve instead of snapping to 100. Also cannot pick up if full health.

0



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





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





Turrets can be destroyed by players

0



Rewrite turret projectile blueprint

•



Player dash

0



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.

0



Excel Stats Implemented



Fix respawn bug before death anim finished

0



Mini map ui - bottom left of screen hud (if needed)

•



Replace turret floor piece

0



DroneCam behaviour

0



Billboard and DroneCam scripting and implementing

0



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

•



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

0



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





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.

0



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
Updated weapon hit boxes so now accurate size ⊙
medium enemies - death/damage
visual feedback - smoke and sparks?
visual feedback - smoke and sparks?
visual feedback - smoke and sparks? Disable controls and invincible until fully spawned in.

Fixed Score board since score location changed.

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.

A1 ◎ P1





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





Intro trailer frame 5/6 mapping and drawing



Intro trailer frame 6/6 mapping and drawing



Intro trailer frame 3/6 mapping and drawing



Intro trailer frame 2/6 mapping and drawing



Crossbow Idle Animation



Implement New Left Crossbow Animation



Implement Backwards Crossbow Animation



Fix Left Crossbow Run Animation



Implement Attack Swing 2



Adjust Medium enemy damge

ΑF

Level2 KillZ box

TK JC

Level2 Pickups Placement

TK

Implement Refined Idle Animation



JC

Implement Medium Attack Animation



JC

Implement Slime Attack Animation



JC

Rewrite SlowMo KillCam to pass in other players







JC

Program any of Designers/anyones requests to tweak and change gameplay.







JC

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





Enemy Knockback



JC

Adjust the spawner amounts in response to feedback

JC

Creation of the Holy Bible (feedback from playtesting)



Create Light Model to show players exit of each room and signify when they can and can't exit the room (In-Game)



Fix Design Errors made in Room Blueprints for Level 1 (Z Fighting, Inproper modular asset piece usage, Offset objects, Stretch Models)



JC

Place Weapon Pickup Placement in Level 1



Place Health Pickup Placement in Level 1



Refine Projectile models



Set up Airlock System for each room (In-Game)



Set up Reflection Capture and Hero Lighting for all Level 1 Rooms (In-Game)



Create Particle Swings (In-Game)



Fix Lighting and Decal issues after level 1 rooms have changed in size (In-Game)



Prop/Lighting/Decal Passover for Room 9



Prop/Lighting/Decal Passover for Room 8



Prop/Lighting/Decal Passover for Room 10



Prop/Lighting/Decal Passover for Room 7



Refine airlock colliders (Done - Needs to be tested)



Solve Lighting Not Building in Testmap 2 With Bruteforce (Turned out to be Corner Corridor BP breaking everything)



Prop/Lighting/Decal Passover for Room 6



Fix Slanted Collider (In-Game)

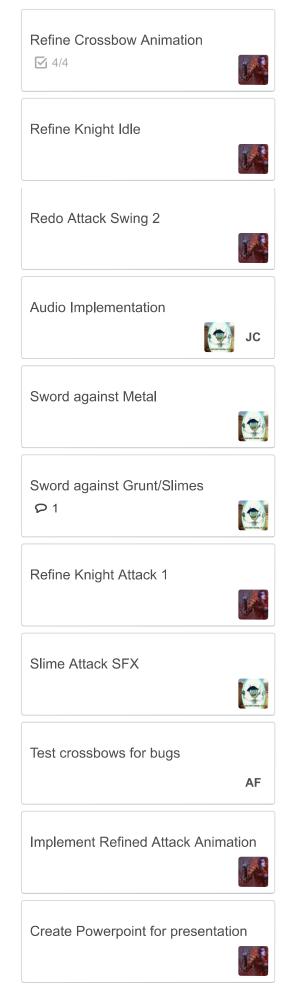


Practise Presentation



Battle Theme





Implement Refined Backwards Run



Redo Backwards Run



Level1 Room Expanding

ΤK

Level Select Title and Boxes UI Art

TR

UI Art for controller instructions

TR

Intro Screen Art Slide 2 Colour

TR

Level2 NavMesh (Kinda Make Work)

TK

Falling Platforms maze Levels

TK

Level2 Enemy Spawners

ΤK

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

Level1 Room Hole Eradication	TK
Texture Holy Grail	
Test and upload to SVN Holy Gra	ail
Make Random Weapon Pick up	
Knight 4 Texture InGame Test	
Make Health Pick Up	3
Bake Holy Grail	3
Texture Random Weapon Pick u	p <u>S</u>
Work out why and fix the errors blocking the build	JC
Make Holy Grail	10
Skip Intro Screen UI Button Art	TR

P1, P2, P3 and P4 onscreen UI a	art
asset	
	-

Add Highscore UI to game

TR

TR

Refine enemy spawning particle effect

JC

Fix colliders preventing crossbow firing in level 2

AF

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

JC

Box Colliders for Turrets on Level

TK

Get Options Screen Working



Dash SFX



Weapon Swing (Three swings)



Weapon Swing (Two swings)



Weapon Swing (One swing only)



Turret Lazer/Bullets SFX Player Phase In on Game Start (combined with particle effect) Lose State Theme Win State Theme Implement Slime Texture Create Slime Texure Create 8 Decals (In-Game) Loading Screen UI Art TR Have all four characters mechanically the same JC In game Icon Art TR Player Selection Name Fonts TR

Implement Particle effects for spawning	JC
Test Blend Animations	JC
Enemy spawning	JC
Put second environment texture a model packs in engine	nd JC
Blueprints for Weapon pack 1	JC
Movement controller p 1	JC
Basic environment	JC
Basic combat ✓ 4/4	JC
Refine player particle effects	JC
Fix drop kill zone respawn bug	JC
Implement Audio	JC

21/04/2017 Temporary Engine Lighting (In-Game, Replaced) JC Record Grunt Scenes JC Record 4 Player Close up Fix Medium Idle JC Level2 UI Overlay TK JC Implementing Health UI Update Player Widgets to show Stamina 3 New Weapons (In-Game) Create 3 Barriers and 5 Props (In-Game) Create phasing in and out of level

particle (In-Game)

Create Wave Weapon Particle (In-Game, Unused)



Additional Textures for Wall Model 01 (In-Game)



Create Additional Wall Models (In-Game)



Create Wall Spike Models (Ready to go In-Game)



Test Decals in Engine (Work out why they're translucent on every surface and fix said issue) (Fixed)



Apply Decals to Levels to test viability



Find Slime In the depths of SVN



Slanted Wall Pieces for Veritcality (In-Game)



Slime spawn in and out particle (In-Game)



Start & End Level

ΤK

Room Creation (Hard Enemies Flat) 1-5

TK

Bespoke Enemy Spawners Hard Enemies 1-5

ΤK

Bespoke Enemy Spawners Maze Levels 1-5

TK

Bespoke Enemy Spawners Team Levels 1-5

TK

Start & End Collider Re-Work 1-2

TK

Bespoke Enemy Spawners Easy Enemies 1-5

ΤK

Bespoke Enemy Spawners Medium Enemies 1-5

ΤK

Remove All Doors & Pressure Pads From Room Blueprints

TK

Hard Enemies Levels 1-5 Play Testing & Tweaking

TK

Team Levels	1-5 Play	Testing	&
Tweaking			

TK

Medium Enemies Levels 1-5 Play Testing & Tweaking

TK

Maze Levels 1-5 Play Testing & Tweaking

ΤK

Easy Enemies Levels 1-5 Play Testing & Tweaking

TK

Complete Level 1 (Using only flat rooms)

TK

Easy Enemy Flat Collider Re-Work 1-

ΤK

Corridor Collider Re-Work 1-3

ΤK

Medium Enemy Flat Collider Re-Work 1-5

TK

Re-do Level 1 Nav Mesh Layout

TK

Implement Grunt Texture



Fix Pivots for Shoulder Pieces (Knight Rough texture knights (GOLD) Finalize Grunt Texture Run Backwards without weapon Re-do Slime Jump Slime Attack Grunt Left Punch Run Right without weapon Knight Rough Attack 2 Implement Knight 1 Texture Spliting Grunt Mesh for eye socket

Rough texture knights (Green)



Concept Variations of main characters models (knight 2)



Finalize Knight 1 Texture



Concept Variations of main characters models (knight 4)



Concept Variations of main characters models (knight 3)



Medium Attack



Run Left without weapon



Dash Animation



Character Shove Animation

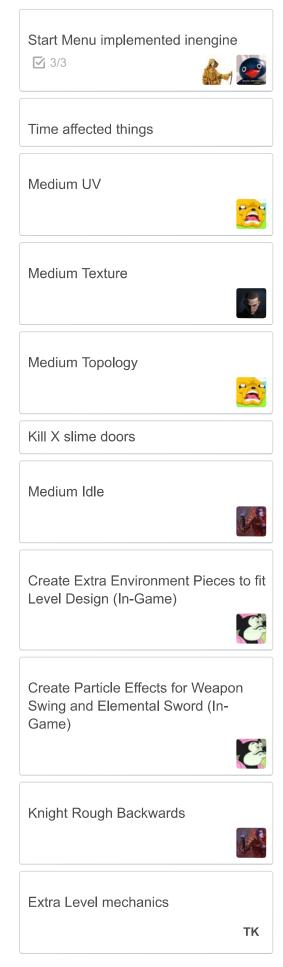


All Weapon Testing & Tweaking (Make attacks Meaningful)

AF

Inspiration Music Main theme music (plays during menu) Voice Over scripting Menu Select Change Menu Select Confirm Flying text damage feedback ☑ 3/3 Implement Character Stamina System Coloured health bars to represent players Loading screen Get Main Menu in game TR Get Main Menu working

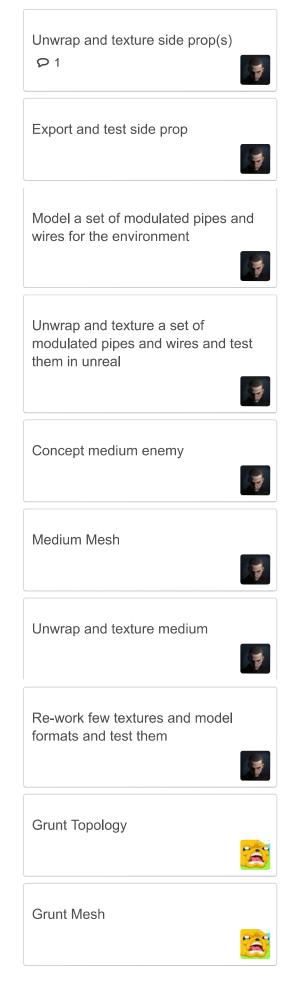
 TR

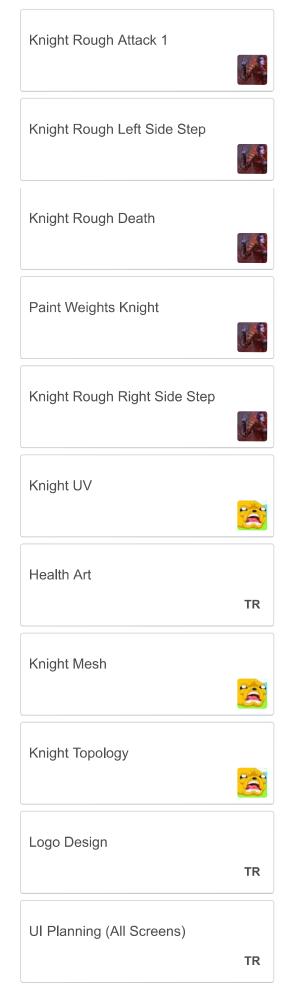


General Game Mechanics	
	TK
Player Mechanics	
	TK
Stats for enemies	
	TK
Stats for characters	
	TK
Stats for weapons	
	TK
Room Creation (Medium Enemy F	Flat)
	TK
Room Creation (Team Levels Flat) 1-5
	TK
Room Creation (Maze Level Flat)	1-5
	TK
Room Creation (Easy Enemy Flat) 1-5
	TK
Corridor Pieces 1-5	
	TK
50 Level Template PNG's	
	TK

6 Weapons (In-Game) Unwrap, texture and test a destructible crate in unreal Create Cables prop Test Cables prop and add corrections Intro trailer frame 1/6 mapping and drawing Weapon Concepts Design an appropriate light source lantern Model teh light source lantern Unwrap and texture light source Model a side prop(s)

Q 1





Research Particle Effects for Swords Enemy concept TR Blueprint Models (In-Game) Grunt UV Research and create particle effects Blue/White Texture Set for all models(In-Game) Knight Rough Run Idle animation Run Forwards without weapon Rig Grunt **Grunt Damage**

Grunt Idle
Grunt Texture
Knight Textured
Animations implemented
Learn how not to break SVN version control
Rig Medium Model
Working doors ☑ 2/2
Grunt Move
Grunt Attack
Proxy model
Style sheets
Animation research
Controller support
Co-op controllers
Concept pitch document and rehearsal

Mood boards/inspiration *②* 2

Development Costings

≤ 5/5

TK

Level design Research (Similar Games)

TK

Market Research ② 2 ☑ 3/3	TK
Knight Rough Damaged	
Grunt Second Attack	
Grunt Death	
Hard Enemy Flat Collider Re-Wo	ork 1- AF
Refine Knight Run Backwards	
Level2 Door Placement	TK
Level2 Turret Colliders	TK
Level 2 (White Rooms)	TK
Room Creation White Texture Pa (Maze Levels Raised 1-2)	ack TK
Room Creation White Texture Pa (Team Levels Raised 1-2)	ack TK

Corridor Pieces (White Texture 1-2) TK Room Creation White Texture Pack (Hard Enemy Raised 1-2) TK Room Creation White Texture Pack (Easy Enemy Raised 1-2) ΤK Room Creation White Texture Pack (Medium Enemy Raised 1-2) ΤK Slow Attack value Tweak TK Create Test zone in prototype area TK Collider roof for level1 TK Playtest in test zone to find and alter mechanics TK Slime Play Test & Tweaking (Speed, Damage etc.) TK

Grunt Play Test & Tweaking (Speed, Damage etc.)

TK

Medium Enemy Play Test & Tweaking (Speed, Damage etc.)

TK

Look into Knockback mechanics

TK

Refine Knight Run Left



Create UVs Knight 2 Shoulder and Grieves



Create UVs Knight 3 Shoulder and Grieves



Knight 2 Textured (redo)



Knight 3 Texture InGame Test



Knight 3 Textured



Knight 2 Texture InGame Test



Create Stained window texture



Create UVs Knight 4 Shoulder and Grieves



TEST ALL extra meshes to In game Knight models



Knight 2, 3, 4 Naming Conventions



(test) Socket Knight 3 Shoulders and Grieves to in game model



(test) Socket Knight 4 Shoulders and Grieves to in game model



(test) Socket Knight 2 Shoulders and Grieves to in game model



Export Knight 2 Shoulder and Grieves into Unreal



Export Knight 4 Shoulder and Grieves into Unreal



Sort Topology Knight 2 Shoulder and Grieves



1/2017
Sort Topology Knight 3 Shoulder and Grieves
Export Knight 3 Shoulder and Grieves into Unreal
Sort Topology Knight 4 Shoulder and Grieves
Model Knight 3 Shoulder and Grieves
Model Knight 2 Shoulder and Grieves
Model Knight 4 Shoulder and Grieves
Tweak/Re-work Player Speed
Fix UI loading art
Create a Cursor
Health UI Refine
Ontions III

TR

HighScore UI Art TR Add Options UI to game TR Refine Knight Run Fowards Refine Knight Run Right Create Trailer Storyboards Prop/Lighting/Decal Passover for Room 5 Record Gameplay with 4 Players Record Gameplay with 1 Player Edit Footage for Trailer Render and Submit Trailer Prop/Lighting/Decal Passover for Room 1

Prop/Lighting/Decal Passover for Room 4



Prop/Lighting/Decal Passover for Room 3



Prop/Lighting/Decal Passover for Corridor 1



Prop/Lighting/Decal Passover for Corridor 2



Create Floor Hole Decal (In-Game)



Prop/Lighting/Decal Passover for Room 2



Sir Galahad Final Knight Texture (Edited, In-Game)



Prepare Testmap 2 for Recording



Add animation and sound to buttons on options menu

TR

FIX ALPHA WHATS

TR

Concept splashscreens for trailer	TR
Complete splashscreens for trailer	r TR
Storyboard/Concept Story Based Artwork	TR
	IK
Add animations and sound to buttoon highscore UI	ons
	TR
Make All objects in all 40 rooms S for lighting/baking	tatic
	TK
Model a destructible crate	7
Design a destructible crate	7
Intro trailer storyboard thumbnails	7
Intro trailer written script	7
Design Cables prop	-

Refining and Re-Editing Sword swings - need to be separate to work in unreal



Metal Idle/Travel SFX



Metal Attack SFX



Metal Death SFX



Grunt Attack SFX



Grunt Spotting Players SFX



Trailer SFX (footsteps, explosions, ost)



Add Sound to Trailer





Grunt Death SFX



Crossbow SFX (Fire)



Maze Level Flat Collider Re-Work 1-5 ΑF Door Closing SFX Scripting For Opening Cutscene Audio for Opening Cutscene (30seconds) Finalizing Images for Opening Cut Scene (adding text, replacing old clips with new) lights over doors Airlock System intergrated into levels Editing together the Opening Cutscene using rough images from Tiff Level2 Collider Testing TK Slime Health/Damage TK Amount of Enemies Spawning Level2

https://trello.com/b/Gnwd1uR7/nebula-knights

ΤK

(Needs Reviewing)

Change Medium Enemy Health	TK
Level2 Winzone	TK
Level1 Re-Do Pickup Placement	тк
Level1 Pressure Pad Adjustment	TK
Level1 Enemy Spawner Adjustme	nt TK
Level2 Room Maze1 Collider Fix	тк
UI Testing	тк
Test Grunt Health in boss level	AF
Find holes in floors and walls	AF
Level testing (Test 2)	AF
Make the music fit for the intro tra	iler

/2017	
Polish off the length and speed of intro	-
Edit intro trailer in the approapriate film-editor	9
Intro Screen Art Slide 1 Colour	TR
Intro Screen Art Slide 4 Colour	TR
How to play and controls UI, chan	ges TR
Intro Screen Art Slide 5 Colour	TR
Intro Screen Art Slide 3 Colour	TR
crossbow balancing	AF
Playtest and Feedback write up 2	
Audio Levels Speakers	

TK