

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


🔔 1 👁


- 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.


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

🔔 1 👁


- Allow the respawnner to respawn

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Falling floors to rise back up again



stamina replenish/cooldown for dash?



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!



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



Turrets can be destroyed by players



Rewrite turret projectile blueprint



Player dash



raising floor BP for boss enemy spawn



1



Scoreboard shown at end (crossing finish line)



1



Turret bullets to detect walls. Need to wait for final maps.



Excel Stats Implemented



2



Fix respawn bug before death anim finished



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



Replace turret floor piece



DroneCam behaviour



Billboard and DroneCam scripting and implementing



Added Jump (if needed)



Weapon pick up appearance



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



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



slowMo killcam awesomeness



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



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.



Behaviour tree blueprint template for  
percentage driven A.I.



Camera zoom out for all players on  
screen



Player look at direction spin lerp



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

👁 2



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?

👁



Disable controls and invincible until fully spawned in.

👁



Slime/Medium enemies flash when hit

👁



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



JC

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



TR

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



Dash Mechanic



Score System General



Fixed camera snapping on respawn bug



Create a way to spawn the player over ground



A pick up that restores health



Respawn with basic weapon



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

🗨 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 and model packs in engine   | JC |
| Blueprints for Weapon pack 1   | JC |
| Movement controller<br>💬 1 <input checked="" type="checkbox"/> 3/3   | JC |
| Basic environment<br>💬 2 <input checked="" type="checkbox"/> 1/1   | JC |
| Basic combat<br><input checked="" type="checkbox"/> 4/4  | JC |
| Refine player particle effects   | JC |
| Fix drop kill zone respawn bug   | JC |
| Implement Audio<br>☰                              | JC |
| Temporary Engine Lighting (In-Game, Replaced)<br> | JC |

Record Grunt Scenes



JC

Record 4 Player Close up



JC

Fix Medium Idle



JC

Level2 UI Overlay

TK

JC

Implementing Health UI



Update Player Widgets to show  
Stamina



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

Start Menu implemented in engine

✓ 3/3



Time affected things

Animations implemented

Learn how not to break SVN version control

Working doors

✓ 2/2

Controller support

💬 1

Co-op controllers

Concept pitch document and rehearsal

lights over doors

Airlock System intergrated into levels