Robetroid Course of Action

1. Stage
   1. Countdown to begin stage
   2. Parallax Background
   3. Platforms
      1. Colliders
   4. Add Background Music
   5. End the stage when
      1. The boss is defeated
      2. Robetroid dies without extra life
      3. Player quits through pause menu
2. Protagonist (Robetroid)
   1. Collider
      1. Add frictionless material
   2. Player Input
      1. Jump
      2. Shoot
      3. Run
   3. Camera follows Robetroid
   4. Decrease health when hit by enemy
   5. Restart the stage when Robetroid dies as long as there are extra lives
      1. Depleted health
      2. Falls
   6. Add Animations
      1. Running
      2. Jumping
      3. Shooting
      4. Hurt
   7. Add Appropriate SFX
      1. Die
      2. Hurt
      3. Collecting batteries
      4. Collecting extra lives
      5. Shooting
   8. HUD
      1. # of lives
      2. Health bar
3. Enemies (Robots)
   1. Moves along the platform it’s on
   2. Hurts Robotroid when touching him
   3. When shot
      1. Blink white
      2. After three shots, explode
   4. When killed
      1. Explosion animation
   5. Add SFX
      1. Damage received
      2. Death (explosion)
4. Collectables
   1. Batteries (Health)
   2. Extra Lives
5. Boss
   1. When shot
      1. Blink
   2. Add SFX
      1. Damage received
      2. Death (explosion)
   3. Add AI
      1. Patrol Air
   4. Boss is defeated when boss’s health bar depletes
      1. Play Victory Fanfare after defeating boss
      2. Play Multiple explosions animation on the boss, then the boss disappears.
      3. End the stage
   5. HUD
      1. Health Bar
6. UI Menus
   1. Main Menu
      1. Play Button
      2. Quit Button
   2. Pause Menu
      1. Resume Button
      2. Restart Button
      3. Quit Button (Return to Main Menu)
   3. Win Menu
      1. Play Again Button
      2. Quit Button
   4. Game Over Menu
      1. Play Again Button
      2. Quit Button
7. Level Design
   1. Place Assets
      1. Place platforms
         1. Create Platform Rule Tile
      2. Place enemies
      3. Place Boss at end of stage
         1. Stop camera scroll when boss appears
      4. Place collectables

**Builds**

#1 (1 week)

1. Stage
   1. Parallax Background
   2. Platforms
      1. Colliders
2. Protagonist (Robetroid)
   1. Collider
      1. Add frictionless material
   2. Player Input
      1. Jump
      2. Shoot
      3. Run
   3. Camera follows Robetroid
   4. Add Animations
      1. Running
      2. Jumping
      3. Shooting

#2 (2-3 weeks)

1. Stage
   1. End the stage when
      1. Robetroid dies without extra life
   2. Add stage bounds to camera
2. Protagonist (Robetroid)
   1. Decrease health when hit by enemy
   2. Restart the stage when Robetroid dies as long as there are extra lives
      1. Depleted health
      2. Falls
   3. Add Animations
      1. Hurt
   4. HUD
      1. # of lives
      2. Health bar
3. Enemies (Robots)
   1. Moves along the platform it’s on
   2. Hurts Robotroid when touching him
   3. When shot
      1. Blink white
      2. After three shots, explode
   4. When killed
      1. Explosion animation
4. Collectables
   1. Batteries (Health)
   2. Extra Lives

#3 (1 week)

1. Level Design
   1. Place Assets
      1. Place platforms
         1. Create Platform Rule Tile
      2. Place enemies
      3. Place Boss at end of stage
         1. Stop camera scroll when boss appears
      4. Place collectables

#4 (1.5 – 2.5 weeks)

1. Stage
   1. End the stage when
      1. The boss is defeated
2. Boss
   1. When shot
      1. Blink
   2. Add SFX
      1. Damage received
      2. Death (explosion)
   3. Add AI
      1. Patrol Air
      2. Shoot Bullets
   4. Boss is defeated when boss’s health bar depletes
      1. Play Victory Fanfare after defeating boss
      2. Play Multiple explosions animation on the boss, then the boss disappears.
      3. End the stage
   5. HUD
      1. Health Bar

#5 (1 – 1.5 week)

1. Stage
   1. Countdown to begin stage
   2. Add Background Music
   3. End the stage when
      1. Player quits through pause menu
2. Protagonist (Robetroid)
   1. Add Appropriate SFX
      1. Die
      2. Hurt
      3. Collecting batteries
      4. Collecting extra lives
      5. Shooting
3. Enemies (Robots)
   1. Add SFX
      1. Damage received
      2. Death (explosion)
4. UI Menus
   1. Main Menu
      1. Play Button
      2. Quit Button
   2. Pause Menu
      1. Resume Button
      2. Restart Button
      3. Quit Button (Return to Main Menu)
   3. Win Menu
      1. Play Again Button
      2. Quit Button
   4. Game Over Menu
      1. Play Again Button
      2. Quit Button

BUG\_FIX:

1. Snakebots should not go through tiles

2. Add boundaries to stage

a. At beginning

b. At end with boss

3. Add flashing invulnerability to player after getting hit

**Project total time = 6.5 - 9 weeks**