Robetroid Course of Action

1. Stage
   1. Countdown to begin stage
   2. Parallax Background
   3. Platforms
      1. Colliders
      2. Spawn Initial Ground Tiles
      3. Spawn platforms as the camera enters its area
      4. Delete platform Tiles as the camera leaves its area
   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
      4. Crouch
   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. Crouch
      5. 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 white
   2. Add SFX
      1. Damage received
      2. Death (explosion)
   3. Add AI
   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
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. Spawn Initial Ground Tiles
2. Protagonist (Robetroid)
   1. Collider
      1. Add frictionless material
   2. Player Input
      1. Jump
      2. Shoot
      3. Run
      4. Crouch
   3. Camera follows Robetroid
   4. Add Animations
      1. Running
      2. Jumping
      3. Shooting
      4. Crouch

#2 (2-3 weeks)

1. Stage
   1. End the stage when
      1. Robetroid dies without extra life
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. Stage
   1. Platforms
      1. Spawn platforms as the camera enters its area
      2. Delete platform Tiles as the camera leaves its area
2. 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 white
   2. Add SFX
      1. Damage received
      2. Death (explosion)
   3. Add AI
   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

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