

DayNez

Personal



Private



Backlog



InProgress



Sprint 1



Sprint 1 Plan



Basic Left, Right, Up, Down Player Movement

Player Can shoot a bullet in one direction

Have the bullet get "destroyed" upon exiting the screen

There will be one enemy within the scene

The single enemy will move left to right at the top of the screen

Each object type (player, bullet, enemy) will have a unique Sprite

Sprint 2



Sprint 2 Plan



When the enemies collide with the player the game will restart

When the bullet collides with an enemy, the enemy will die

I will spawn in multiple enemies which will move across the screen

When the enemies hit the wall tile their direction will be reversed

Every object that can jump must only be allowed to do so while on the ground

All of the sprites that are under gravity will be stopped by the "floor"

All enemies will experience gravity

The player will be able to jump with a smooth arc up and down

The enemies will also be able to jump up and down smoothly

There will be a wall tile in the scene which the player will have to jump over

The gravity will move in sub pixels so as to give a smoother increase in vertical speed

Sprint 3

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Sprint 3 Plan



The enemies arms will be animated when they attack something

The players gun will be animated when the player shoots

There will be a barrier which is two by two that the enemies must jump over

The bullet will leave from the gun and not the feet(both directions)

The player will consist of multiple sprites so as to make the player character more interesting

The players sprite will experience gravity

All of the enemies sprites will move with the enemies

The bullet will face the direction of which its travelling

The enemies will consist of multiple sprites

The bullet will be able to be shot left or right

There will be a static background to make the scenery more interesting

All of the players sprites will move with the player

The player will face the direction of which its travelling

the bullet will be animate to make it more interesting

Sprint 4

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Sprint 4 Plan



The barrier will not be able to be placed off either side of the map (through the walls)

The player will not be able to wrap around the screen. This is to make it more believable that the player cannot just teleport from side to side

There will be visual representation of the current wave the player is on which will go up with them

When the player presses down they will perform a non-killing related ability. The result of this ability will be animated

The barrier will have a cool down when placed and when it is broken so the player cannot spam use it

The Barrier can be hit by a zombie twice before it is destroyed. it will show damage when it is hit

There will be a title screen which will have a delay before you can play the game so that you have some time to prepare

The title screen will have flashing text telling you what button to press to start the game

The game will be wave based with killing of all enemies progressing a wave

On completion of the wave three the game will end and show a win game message

The player will have three lives represented by hearts on the screen

When the player is out of lives the game will end and display an endgame message

When the player dies everything but the player will pause so the player has some time to get it together

When the wave finishes the player will have some time to collect themselves before the next game starts

When the player shoots there will be a cooldown until they can shoot again, stopping them holding shoot and killing everything

When an enemy is shot for the first time their head will fall off and they will be attacking all the time as they cannot see

When an enemy is shot for the second time their body will fall to the ground and they will die.