**Backlog**

**Designer tasks:**

* Create a tileset for the first room, i.e. floorboards, windows, bookshelves.
* Create assets which will be placed in the inventory. I.e. Book, hourglass, sword, key, etc.
* Create the first puzzle layout (slide puzzle pieces out of place)
* Create a timer icon/ text box
* Create a hint button
* Create a map button
* Create the interface for the map (on a phone)
* Create the player character
* Animate the player character
* Create different door designs
* Design the inventory border
* Design text boxes which will show up for hints, wrong answers etc.

**Programmer tasks:**

* Create a functioning code which allows the player character to go to the location the player has clicked to.
* Create a functioning code which brings up the map once a player has clicked on that text box on screen.
* Create a functioning code which allows the player to keep an item rather than destroy it and place it in the inventory.
* Create a functioning code which plays sound effects continuously/ momentarily (walking sound effect every time the player character moves or when the character picks up a book, play the book sound effect)
* Create a functioning code which destroys objects completely
* Create a functioning code which has a time based scenario and once time is up, bring up a new scene which tells the player they’ve failed the task.
* Create a functioning code which lets items respond with other objects i.e door with key.
* Create a functioning code which allows the player to go into another room (new scene load).

**Sound Effect tasks:**

* Create a paper sound effect
* Create a walking sound effect
* Create a timer sound effect
* Create ambience (wind blowing, antique clock ticking, creaking etc)
* Create a completion sound effect
* Create a failure sound effect
* Create a button press sound effect (sound to allow the player to know they’ve opened the map etc)
* Create a door opening sound effect
* Create a sliding sound effect for the first puzzle
* Create a chest opening sound effect
* Create a destroying sound effect (i.e bookcase exploding)