**Backlog**

**Designer tasks:**

* Create the messy living room layout.
* Create objects that can be scattered around the room to hide the hidden objects.
* Create the main goal objects that will be ticked off on the check list
* Create objects that can be placed into the inventory and used in later locations, i.e quest items.
* Create the bathroom, this includes a person who will require an item from the previous room.
* Create a food source which acts as a power-up, i.e. green tea, bacon sandwich.
* Research point and click adventure games
* Research possible ways to nullify a hangover
* Create buttons which can navigate the player to the next room
* Create main menu artwork
* Create inventory slot artwork 256x256 size.
* Create objects which feel out of place within a bathroom, i.e. a kitchen knife
* Create objects that feel out of place within a lounge, i.e. plunger.

**Programmer tasks:**

* Create an on-click script which destroys items
* Create an inventory system that allows quest items to be placed in and used later on
* Create a particle system that hints the player that an item is there
* Create a set active(true/false) script that allows items to disappear but still be stored in system memory
* Create a GUI system for the inventory
* Allow objects to interact with each other, i.e. medicine reacts with ill friend.
* Script sound effects to randomly play for ambience.
* Create an invisible timer for power-ups to decay
* Create a drag n drop item mechanic
* Allow the player to navigate between rooms

**Sound Effect tasks:**

* Create a click sound effect
* Create a sparkle sound effect
* Create a clock ticking sound effect
* Create a water drip sound effect
* Create a got item sound effect so the player knows the item is important.