# Quwaine Dantes - McPherson Resubmission Asset List

## Design:

* Create background for tutorial level (5hours – done)
* Create village houses (2 hours each, 6 hours total – done)
* Create ninja animals as non-interactive npcs (2 hours – done)
* Create idle animation for non-interactive npcs (1 hour – done)
* Design and create tutorial level (3 hours – done)
* Design and create win level (1 hour – done)
* Iterate via playtesting and feedback the previous only level of the game, to allow for better ux and for the game to be playable (6 hours – done)
* Add/find sound for game (1 hour – done)
* Create control menu screen (2 hours – done)
* Create tile set for tutorial level (1 hour – done)

## Code:

* Create auto spawning system for game (2 hours – done)
* Create blueprint for text to pop up when player gets close to a certain section of the level (for tutorial level) (1 hours – done)
* Fix respawning location and set initial spawning location (one for each level of the map) (1hour – done)
* Implement control menu and make sure all of the Ui for the menu has been anchored correctly (1 hour – done)
* Implement double jump (30 seconds - done)

Total Time = 32 hours 0 minutes 30 seconds

Additional Help from Alex Mednick on:

* Playtesting level iterations
* Bug Fixing of code that did not work (See notes on Commits to Github Repository)
* Assistance of Moving main menu to Tutorial level from first level
* Implementing Score system into game
* Assistance on initial iteration of Tutorial level and first level
* Optimizing code to get it to work