Gui / hud

Update health - 5 hr

* Draw text for health
  + Current health / Max health

Update armor – 1 hr

* Draw text for armor
  + Current armor / Max armor
* Dependencies: Update health

Update energy – 1 hr

* Draw text for energy
  + Current energy / Max energy
* Dependencies: Update health

Update ammo - 1 hr

* Draw text for ammo
  + Current ammo / Max ammo
* Dependencies: Update health

Update exp - 1 hr

* Draw text for exp
  + Current exp / Max exp
* Dependencies: Update health

Update score - 1 hr

* Draw text for score
* Dependencies: Update health

Cycle weapon image in currently equipped weapon slot – 4 hrs

Draw inventory weapons – 1 hr

* Dependencies: weapon images

Draw shift active ability – 1 *hr*

* Dependencies: ability image

Draw control active ability – 1 hr

* Dependencies: ability image

Draw player icon – 1 hr

* Dependencies: player image

Draw level up notification – 1 hr

* Dependencies: level up image/text

Draw key icon – 4 hrs

* Dependencies: key image

Fill out guide – 1 hr

Fill out controls – 1 hr

Store

Create store interaction – 4 hrs

* Keybind to e
* Dependencies: Store object present

Create weapon tab – 12 hrs

* Add clickable button for Laser Rifle
  + Decrease money
  + Available to equip
* Add clickable button for mini gun
  + Decrease money
  + Available to equip
* Dependencies: Store

Create armor tab – 2 hrs

* Add clickable button for armor recharge rate
  + Decrease money
  + Increase armor recharge rate
* Add clickable button for armor capacity
  + Decrease money
  + Increase armor capacity
* Add clickable button for ammo capacity
  + Decrease money
  + Increase ammo capacity
* Add clickable button for energy capacity
  + Decrease money
  + Increase energy capacity
* Add clickable button for energy recharge rate
  + Decrease money
  + Increase energy recharge rate
* Dependencies: Store, weapon tab, character class, weapon class

Create item tab -2 hrs

* Add clickable button for health
  + Decrease money
  + Increase health
* Add clickable button for laser gun ammo
  + Decrease money
  + Increase ammo
* Add clickable button for mini gun ammo
  + Decrease money
  + Increase ammo
* Dependencies: Store, weapon tab, character class

Attributes

Create attribute tab – 10 hrs

* Increase health
  + Increase max health
* Increase weapon damage
  + Increase damage multiplier
* Increase fire rate
  + Increase base fire rate
* Increase movement speed
  + Increase base movement speed
* Dependencies: character class, weapon class

Create skill tab – 10 hrs

* Sprint
  + Increase speed
* Dash
  + Increase distance
  + Increase damage
  + Increase energy cost
* Shield
  + Increase duration
  + Increase damage absorbed
  + Increase energy cost
* Super jump
  + Reduce energy cost
* Hover
  + Increase duration
* Dependencies: Level up, character class

Load final character model – 1 hr

Play animations – 2 hrs

Camera – 4 hrs

* Set up camera chunks
  + Lay throughout map
  + Ignore collision for all except player

Collision – 17 hrs

* Form groups – 1 hr
  + Camera group
  + Enemy group
  + Bullet group
* Bullets vs Enemy – 2 hrs
  + Decrease enemy health
* Enemy vs Player – 2 hrs
  + Decrease player health
* Boss projectile vs Player - 2 hrs
  + Decrease player health
* Bullets vs Boss - 2 hrs
  + Decrease boss health
* Player vs Pickup - 2 hrs
  + Health
    - Increase player health
  + Ammo
    - Increase player ammo
  + Key
    - Unlock door for player
    - Display key icon
* Player vs Lava - 2 hrs
  + Kill player
* Player vs Door - 2 hrs
  + Check for key
    - Unlock door if key is present
* Player vs Store box - 2 hrs
  + If collide and e is pressed, open store
* Dependencies: character class, weapon class, enemy class, boss class, chunks class, store class, pickups class

Character – 24 hrs

* Create character class

Weapon- 24 hrs

* Create weapon class

Enemy - 24 hrs

* Create enemy class

Boss- 24 hrs

* Create boss class
* Dependencies: enemy class

Chunks - 24 hrs

* Create chunks class
* Dependencies: character class

Store box - 24 hrs

* Create store class

Pickups - 24 hrs

* Create pickup class