Team X Build Order

**Build 1.1 (10/10)**

Priority: Adding assets (specifically enemies and portals) into test level in order to quickly and easily implement them for the real level(s)

**Art**

Priority 1: Finish enemy sprites (Ghoul, Ghost, Skeleton)

Priority 2: Color coordinate portals using border/ center

Priority 3: Environment assets, particularly a variety of platforms

**Sound**

Priority 1: Design sounds for each monster

Priority 2: Design sound for teleporting

Priority 3: Any other sounds in master list

**Program**

Priority 1: Add enemies/enemy behaviour into test level

Priority 2: Add portals into test level so every direction is covered

Priority 3: Look into alternate camera work

**Build 1.2 (17/10)**

Priority: Finish adding in all the assets needed for level design

**Art**

Priority 1: Sprites for: Victory goal, Key/Locked door, Lever

Priority 2: Walking/dying/teleporting/dashing animations for Raven

Priority 3: Other animations

**Sound**

Priority 1: Sound for level rotation

Priority 2: Finish any sounds on master sound list

Priority 3: Work on how the music changes between planes

**Program**

Priority 1: Implement key/lock, victory

Priority 2: Level rotation

Priority 3: Work more on camera stuff

**Build 1.3 (21/10) (Unless that’s break week)**

Priority: Begin development of actual level(s). Refine and finalize art/sound assets.

**Art**

Priority 1: Refine Raven/Enemy sprites, animations

Priority 2: Refine environment sprites

Priority 3: Conversation art

**Sound**

Priority 1: Finish any sound assets left (ask Mike)

Priority 2: Refine assets

**Program**

Priority 1: Implement anything left that hasn’t been done yet

Priority 2: Build the real level