**Required FuncSpecs**

* UI & Menus- Kenneth
  + Control Mapping
  + Menus - Main, Pause, Profile, Save, Options
    - Menu Navigation
* HUD- Ed adding Assets
  + HUD Element Breakdown - Information Each Piece Conveys
* Missions- Steven kill and destroy artifacts layout mission structure reference GDD and high concept
  + Gameplay Walk - Village/Fortress/Temple
  + Boss Fight Breakdown
* Player - CJ
  + Movement - Controls, Camera
  + Combat - Basic Attacks, Unit Attacks, Summons
  + Health
  + Soul Gauge
* Troops- Michael
  + “Grab-Fire” System Detailed - Raycast, Sphere Collider Culling, Camera
  + Unit Type Breakdown - Behaviors, Attacks, Basic Stats
  + Summon System - Troop Replacements, Special Summons

Notes

* Light Medium Heavy added to HUD and gameplay.
* Soul Gauge more enemies are killed the 3 squares of light medium and heavy. Once the bar fills up a desired amount the first square allows a summon or resummon of troops. Light, Medium, Heavy if you fill it up past the heavy summon then you can summon special groups. They are not troops themselves but rather a bigger summon
* HUD,UI, Controls is near completion just needs polish
* Main Menu, Pause Menu, Profile, Save Menu options
* Navigation flowchart of each of the Menus in game and out of game. Pause Menu Troop Inventory
* Enemy information conveyed to player minimal. Enemies take 3 hits.
* Enemy-register damage, be stunned, attack again, knockback
* Goron- roll around main enemy,
* Octoroks, Moblins- Main troops. hit close, long range
* Functional Spec of Grab-Fire Command troop system in terms of Raycast, Sphere Collider and keeping the Camera in the correct position. As well as their destroy and re instantiation.
* 5 save slots for ideal,but vertical will probably only have one
* one difficulty setting, remove difficulty
* Pause menu show troops and map. Pause Menu illustrate troops selected.
* Victory or Defeat cutscene or attract scene
* Map orthographic top down view
* Assets Functional Specifications to determine what assets we need for troops and enemies after other specifications are completed