

Group: The Sitting Ducks

Name: Marco Busselli, Cameron Deering, Anthony Frock, Vanessa Dimitrov

Game: Fowl Play: Dave's Side Dish of Pain

Meeting Time: Monday at 6pm

TASK	DESCRIPTION	TIME ESTIMATE	DATE COMPLETED	PEOPLE ASSIGNED
Level Design	Design the levels for the game	2 hours	Dec 4	Cameron Anthony
Soundtrack	Find a soundtrack that fits the game well	30 min	Dec 20	Cameron Vanessa
Character Movement	Basic directional movement, jumping, and attacking	2 hours	Dec 4	Marco Anthony
Enemy spawns	Controlled placements of enemies	1:30 hours	Dec 20	Marco Cameron
Enemy AI	Basic environmental awareness and action	4 hours	Dec 20	Cameron Marco Anthony
Blob Companion	Creation of the blob companion and associated mechanics	2 hours	Dec 20	Anthony
Health	Working health system that tracks current health	1 hour	Dec 20	Anthony Cameron
Trap	Variety of hazards that damage the player	1:30 hour	Dec 4	Marco
Death	Detection of 0 remaining lives and restarts the player	1 hour	Dec 4	Marco
Collision	Implement enemy, player and wall collision	1 hour	Dec 4	Marco
Level Changer	Changes from one screen/level to another	30 mins	Dec 20	Marco

Hitboxes	Implement hitboxes for enemies and the player	1:30 hours	Dec 20	Marco
Play Test	Play the game and make sure it is running well	Ongoing	Dec 20	All
Level Up System	Implement things gained from level up	2 hours	Dec 20	Cameron
Experience System	Exp gained from killing monsters and level up when received enough exp	1 hour	Dec 20	Marco
Main Character Art	Art for the main character	1.5 hours	Dec 4	Vanessa
Background Art	Art for the background	1 hour	Dec 4	Vanessa
Enemy Art	Art for the enemies	2 hours	Dec 4	Vanessa
Final Boss Art	Art for the final boss	2 hours	Dec 20	Vanessa
Sound effects	Sounds for all things in the game	1 hour	Dec 20	Vanessa Anthony