**Runelight Smash 2D Development Plan**

rOn

**Version 0.1 (COMPLETE!)**

**Goal**: Create a game that is **at least** playable.

* Create Battle Scene
  + Implement Character Controller 2D
  + Implement Fighter Controller (Inherit from Character Controller)
  + Add new character “Ron” as playable character
    - Create Ron’s sprites
    - Make animations using animator and state machine
    - Implement Ron Controller (Inherit from Fighter Controller)
    - Add hitboxes to animations
  + Create stage “Battlefield” with basic images
    - Add Ground object, Platform object, and Wall object
  + Implement Game Logic
    - Implement Fighter Percentage
    - Implement hitbox and hurtbox logic
    - Implement knockback and bouncing off of grounds and walls
    - Implement Blastzone
    - Implement Respawning
    - Implement Time Game Rule and record player scores
* Create Menu Scene
  + Create basic UI (no advanced images yet)
* Create Character Select Scene
  + Create basic UI (no advanced images yet)
  + Implement selecting characters using token
* Create Result Scene
  + Create basic UI (no advanced images yet)
  + Allow players to see their scores before moving on

**Version 0.2**

**Goal**: Perfect the **game logic**. Add Runa as playable character. Add local multiplayer support.

* **Fixing Game Logic:**
  + **Fix all scripts that use EventManager to stop listening to events when they get disabled**
  + Refactor HitboxManager into singleton object
  + Allow grab hitboxes to clash, attack hitboxes to clash
  + Reimplement hitstun, freeze frame logic using either Status or Timer.
  + Fix Blastzone logic (divide KO areas with 4 lines)
  + Fix autolink angle
  + Fix grabbing bug when grabbing opponents near the ledge
* Adding to Game Logic:
  + Allow players to Charge Smash Attack
  + Implement ledge trumping (allow only one fighter to grab the ledge)
  + Implement partial body invincibility during certain attacks
  + Add a new Game Rule “Stock”
  + Allow players to adjust Game Rules
* Add new character “Runa” as playable character
  + Implement new game logic “Projectile”
  + Create Runa’s sprites and make animations
  + Implement reflecting projectile (Ron’s Down B)
* Add local multiplayer support
  + Detect Xbox One Controller and map it to a new player slot when a button is pressed for the first time in the Character Select Scene
  + Implement controlling character with Xbox One Controller

**Version 0.3**

Goal: Perfect the **game feel**. Add Robbit as playable character.

* Add sounds to the game
  + Implement SoundManager
  + Create SoundContainer and allow scripts to play sounds using enum values
* Implement Pausing
  + Allow players to pause the game
  + Allow players to move the camera around while paused
  + Allow players to quit the game midway
* Polish UI
  + Draw UI elements at 1920 x 1080 resolution
  + Decorate text elements
* Add 3 second countdown before the game starts
* Add 5 second countdown when the time is almost up
* Add slomo pausing effect when the time is up
* Add Victory Pose at the result scene
* Add new character “Robbit” as playable character
  + Implement “Projectile Pocketing”
  + Implement “Counter” hitbox

**Version 0.4**

Goal: **Diversify** the game. Add item logic. Add more stages and characters.

* Add more stages
  + Allow players to choose Stages
  + Add Final Destination
  + Add Town and City (Moving Platform)
* Add basic items
  + Allow characters to grab and use items
  + Allow characters to throw items
* Add new characters
  + Holeson
  + Bombhead
  + Phoebe