This is by no means our full to-do-list. If you think of something feel free to add to this. The names for the various classes and functions are terrible, I just used them generally, feel free to think of better names. PLEASE add your name to the name column if you would like to, or are, working on that task.

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| **NAME** | **To-Do-List Items** |
|  | **Tower Controller** – Maintain hardcoded data for all the towers and power ups in the game so we can create instances of them as needed. Name, Level, Type (Ground/Air/Both), Health, Damage, Reload time, Range, Cost (Buy, Sell, Upgrade). |
|  | **Tower Tracker (Object? Array?)** – Keeps track of a towers stats. Type (Ground/Air/Both), Damage, Reload time in seconds, Range that it can attack, Level, Sell Cost, Upgrade Cost. |
|  | **Enemy Controller** – Maintain hardcoded data for all the enemies and their power ups in the game so we can create instances of them as needed. Name, Level, Type (Ground/Air), Health, Special bonus health (Shield strength), Damage, and Reward cost (Money player gets when killed). |
|  | **Enemy Tracker (Object? Array?)** – Keeps track of enemies’ stats. Damage, Current health, Type (Ground/Air), Special bonus health (Health of a shield for example), reward (Amount of money gained for killing). |
|  | **Wave Tracker** – What wave are we on, update wave counter when needed. |
|  | **Next Enemy List** – List of enemies, in order, to appear in this wave. |
|  | **Update Score –** Self-explanatory, works just like the bank but for player score. Update global and update value on player hud; this is probably just changing the text inside a JLabel. |
|  | **Bank –** Add feature: Update money on players hud; this is probably just changing the text inside a JLabel. |
|  | **Next Enemy Display** – Display the next 4 to 6 enemies (How many do we want to show?) that are coming or send back empty result if we’re nearing the end of the wave and there are not that many left. |
|  | **Player Health** – Track players health and when called update accordingly. For example enemies can call this if they made it to the base and we subtract health accordingly. Do we want a way to earn health back? |
|  | **Cheat Code Konami** – Just for fun when we’re near finished with the project: <http://en.wikipedia.org/wiki/Konami_Code> |