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GAME 225-02

14 October 2020

Midterm Features List

Completed:

* Player movement (~30 minutes)
* Player firing mechanic (~30 minutes)
* Enemy movement (~45 minutes)

Planned (\* = absolutely necessary):

* \*Enemy combat behavior (~30 minutes)
* \*Player taking damage/dying/game over (~30 minutes)
* \*Enemy wave spawning system (~1.5 hours)
* Collectible items (~1 hour)
* Hazardous obstacles for player to dodge (~1 hour)
* Adding polished game art for objects (~3 hours)
* Sound effects (~2 hours)
* Visual effects for taking damage, death, etc. (~2 hours)
* UI/HUD elements to display health, wave number, etc. (~1 hour)
* Main menu/pause screen/game over screen (~2 hours)