**Unity/Coding left to do**

1. **Animation**
   1. **Enemies**
      1. **everything**
   2. **heroes**
      1. **need super move**
      2. **animate special vigilante shots**
   3. **particle effects**
      1. **hits**
      2. **explosions**
2. **level**
   1. **the entire thing**
   2. **found good program to achieve your goals. It’s better than unity, only downside is no collider boxes, but I didn’t play with it much perhaps there is.**
      1. **called TILED**
         1. <http://www.mapeditor.org/>
      2. **And the importer**
         1. <http://www.seanba.com/tiled2unity>
      3. **Stage hazards**
         1. **Spike pits**
         2. **Lazer fences**
         3. **Whatever you can think of**
         4. **Interaction with level to turn some hazards off**
3. **UI**
   1. **Start level picture**
      1. **Already have the behavior just need a picture or something stating “hey, get ready to start”**
   2. **Enemy HP bars for bosses**
      1. **This is gets put in the code for boss ai**
      2. **Simple copy paste for assets**
   3. **Start Menu**
4. **Player Controller**
   1. **Dash/airdash**
   2. **Super move**
      1. **Thinking about doing something with this meme:** <http://knowyourmeme.com/memes/you-are-already-dead-omae-wa-mou-shindeiru>
      2. **Adding in sub boss fight to get second super which would be onslaught(marvel super villain)**
   3. **The vigilante shots and animation**
      1. **these are pretty much already done just needs import the animations.**
         1. **Wolverine**
         2. **Leonardo (ninja turtle)**
         3. **Superman**
         4. **Batman**
         5. **Logan (his brother)**
5. **Sound** 
   1. **Jump sound**
      1. **Enemy**
      2. **player**
   2. **Shooting sound**
      1. **Enemy**
      2. **Player**
   3. **Background music controller**
   4. **Walking sound? Idk this always annoyed me**
   5. **Everything else**
6. **Bosses**
   1. **Static boss camera (switches player camera off)**
   2. **Final**
   3. **Mini**
7. **Gimmick**
   1. **Moving everything to an empty asset attached to player prefab**

**ART**

1. **Players – (I have place holders set)**
   1. **Hogan & Logan animations**
      1. **Fix his idle to be not that hopping**
         1. **Maybe change to be stoic with hands on hips**
      2. **Shot fire**
      3. **Dash**
      4. **Hurt**
      5. **Death**
      6. **Victory/celebratory**
2. **Enemies – (I will have place holders set)**
   1. **Big boss**
      1. **Please make her more menacing, it looks bad to beat up a little girl**
3. **Stage – (hen working on placeholder)**
   1. **A tile set to build a stage**
   2. **Background art for the stage**