

Documentation

...

- GDD doc

👁

💬 1
- Asset list

👁

💬 1
- Presentation

👁

💬 1
- Alpha
- Beta
- Final
- Style Guide
- GitHub

Research

...

- Original art

💬 1

📎 2
- Original Programming (notes)
- Original Audio

Programming - To Do

...

Low Priority

Medium Priority

✎

High Priority

Priority

- Alpha

Menus - Main Menu Screen
- Alpha

Menus - Game Over Screen
- Foods - Being Eaten

C
- Alpha

Monster - Spawning In
- Letters - Spawning in
- Player - Animation

JL
- Foods - Spawning in
- Monster - Animations
- Foods - Spawning In
- Foods - Being Eaten
- Monster - Death
- Monster - Death & Turning into food

Programming - Doing ...

- Alpha


Monster - Movement AI

JD
- Alpha

Player - Movement

C
- Beta      Alpha

Bubble

 2

O

Release

Score

Programming - Done

...

Game Vars

C

Programming process work

...

Audio-Priority

...

Max

Alpha

SFX - Jump

Max

Alpha

SFX - Shoot

Alpha

Justin H

SFX - Getting Hurt

Alpha

Justin H

SFX - Game over start sound

Max

Alpha

Music - game over

Audio-doing

...

Max

Alpha

Music - pregame intro

Audio-Completed

...

Completed

Max

Alpha

Music - Game Theme

- AlphaJustin H

SFX - collect item
- MaxAlpha

Music - Title screen
- AlphaJustin HPLUS

Music- Game Theme PLUS
- AlphaJustin H

SFX - Touching enemy in bubble

Audio-Remaining...

- Remaining tasks

Audio process work...

Art-Priority...

- Medium PriorityBeta

Character-all animations

TB
- High PriorityAlpha

Environment-fruit

N
- Low PriorityBeta

Font-titlescreen

SM

Art-Complete...

- Alpha

Bub Placeholder

1

Monster-walking

 1

**Alpha**

MonsterPlaceholder

 1

Bubrun

 1

Bubshoot

 1

Enemy-Ghost walking

 1

**Alpha**

Enemy Placeholder-Ghost

 1

**O**

bubjump

 1

Bubbles growing (being shot out of  
bub)

 1

**High Priority    Alpha**

Enemy-angry

  1

**O**

Mini Float Bubbles (on title screen)

 1

**High Priority    Alpha**

Enemy-in bubble

  1

**O**

Bubdeath

 1

High Priority

Alpha

Enemy-death

1

bub fall

1

Art-Remaining

- Bub-Jumping
- Bub-Falling
- Bub-idle
- Bub-walking
- Bub-Floating in bubble
- Bub-death
- Bub-shooting bubbles
- Monster-walking
- Monster-angry
- Monster-in bubble
- Monster-death
- Environment-cucumber
- Environment-cherry
- Environment-green pepper

- Environment-burger
- Environment-food numbers
- Bubble-normal
- Bubble-growing(being shot out)
- Bubble-flashing
- Bubble-popping
- Text-title
- Text-Bubbles
- Text-alphabet
- Text-numbers

Art process work ...

- Player
- Enemy
  - 🔗 1
- Food
- Title Screen
  - 🔗 1

Daily Notes ...

- Producer
  - 👁️ 💬 1