

Documentation

...

- GDD doc

👁

💬 1
- Asset list

👁

💬 1
- Presentation

👁

💬 1
- Alpha
- Beta
- Final
- Style Guide

📎 1
- GitHub

Research

...

- Original art

💬 1

📎 2
- Original Programming (notes)
- Original Audio

Programming - To Do

...

- Low Priority

Medium Priority

High Priority

Priority

- Foods - Being Eaten C
- Letters - Spawning in
- Foods - Spawning in
- Foods - Spawning In
- Monster - Death
- Monster - Death & Turning into food
- Monster - Chasing

Programming - Doing ...

Release

Bubble

2 2/3 O

Programming - Done ...

- Game Vars ☰ C
- Release

Score
- Alpha

Player - Movement C JL
- Foods - Being Eaten
- Getting moving up levels to work
- Getting enemy to move
- Getting Enemy to fall
- Creating non-chase AI

- Creating a parabola test object
- Getting enemy to bounce off of walls
- Alpha
Menus - Main Menu Screen
- Alpha
Monster - Movement AI
JD
- Monster - Fix Weird Jump Break
- Making the Enemy Jump
- Monster - Randomly changing
between chasing & moving freely
- Alpha
Monster - Spawning In
- Monster - Animations
- Alpha
Menus - Game Over Screen
- Player - Animation
JL
- Enemy - Chases Player

Programming process work ...

Audio-Priority ...

Audio-doing ...

Audio Completed- Beta ...

Max Beta

Fix SFX Jump

Beta Justin H

Fix SFX death

Beta Justin H

Fix SFX Item Collect

Max Beta

Fix SFX Shoot

Audio-Completed-Alpha ...

Completed

Alpha Justin H

SFX - Getting Hurt

Alpha Justin H

SFX - Game over start sound

Max Alpha

Music - Game Theme

Max Alpha

Music - pregame intro

Alpha Justin H

SFX - collect item

Max Alpha

Music - Title screen

Alpha Justin H PLUS

Music- Game Theme PLUS

Max Alpha

Music - game over

Max Alpha

SFX - Jump

Max Alpha

Baron Von Blubba

Max

Alpha

SFX - Shoot

Alpha

Justin H

SFX - Touching enemy in bubble

Audio-Remaining

...

Remaining tasks

Audio process work

...

Art-Priority


...

Art-Complete


...

Alpha

Bub Placeholder


 1

Monster-walking

 1

Alpha

MonsterPlaceholder

 1

Environment-Grape

 1

Bubble-popping

 1

Bubble-flashing

 1

Bubble-growing(being shot out)

Bubble-normal

 1

Bubble PLUS-normal

 1

Environment-food numbers

 4

Environment-green pepper

 1

Environment-cucumber

 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

bub float

 1

Medium Priority Beta

Character-all animations

TB

High Priority Alpha

Environment-fruit

 5

CL

Title Screen Splash Art

 1

Environment PLUS-tile

 1

Title logo

 1

Alphabet and numbers

 1

Hurry! Message

 1

Fruit PLUS

 1  1

Environment-CucumberPLUS

 1

High Priority Beta
Enemy PLUS- angry

 1

SM

Medium Priority Beta
Plus Bub-Placeholder

 1

TB

High Priority Beta
Bub PLUS- walking


 1

TB

High Priority

Beta

Bub PLUS-falling


 1

TB

High Priority

Beta

Bub PLUS-idle


 1

TB

High Priority

Beta

Bub PLUS- shooting bubbles

 1

TB

TB


O

SM

High Priority

Beta

Enemy PLUS- death

 1

SM

High Priority

Beta

Enemy PLUS- in a bubble


  1

O

High Priority


Beta

Bubble PLUS- growing (being shot out)

 1

TB

Ghost poof

 1

Art-Remaining


...

Art process work

...


Player

Enemy


 2

Food


Title Screen

 1

Orange Plus

 2

bub

 1

bub walk plus

bub shoot plus

bub jump plus

bub fall plus

bub in bubble plus

bub death plus