Graphics Final Project - Slimotaur

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| Task | Description | Time Est |
| 1. Plan the project |  | 2 hrs |
| 2. Re-create the maze from the previous project | 1. Set up a libGDX project - .5  2. Set up cell and maze classes - .5  3. Port maze generation code - 1.5  4. Port player movement code - 2  5. Port lighting code - 1  6. Port slime models and class / logic - 3  7. Make sword model - 2  7. Sword animation and control + death - 2  8. Water + stairs - 2  9. Level transitions - 1 | 15 hrs |
| 3. Wall textures | Map textures to walls | 1 |
| 4. Torch | 1. Import fancy or create simple torch base model - 2  2. Make light sources and torch models at random locations on maze gen - 1  3. Particle effect - 2 | 5 |
| 5. Fireball | 1. Create a moving light source that stops at a dead end - 2  2. Import / create a fireball model - 1  3. Create particle effects - 2 | 5 |
| 6. Hierarchical Enemies | 1. Import knight models - 2  2. Artificial Intelligence - 4  3. Mini Map -4 | 10 |
| 7. HUD | 1. Figure out how to display a HUD - 1  2. Create Health display and system - 3 | 4 |
| 8. Validation | Check off on the list - .5  Add what's needed - 2.5 | 3 |
| Extras | Pulsating Torch  Experience System  Switch monsters to fancy Blender models |  |