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| --- | --- | --- |
| **Screen**  **Manager** | Take the template for screen switching and implement it into our program. | Done  Noah |
| **Basic Hierarchy** | Set up the GameObject classes for use | Done  Noah |
| **Basic Movement** | Karts have primitive movement, no acceleration. | Done  Noah |
| **Advanced Movement** | Karts has some physics and friction when moving. All four players should be able to move their separate karts. Getting the physics exactly right isn’t important at this stage, it will be tinkered with throughout development. | Done  Noah |
| **Map Editor**  **V.0.5** | We need to be able to create maps that players can play on. Have a separate application just for creating maps. Basic functionality only. | Done  Chase |
|  |  |  |
| **Art: Basic walls** | Create the 5 different types of walls with a very simple design used for development purposes. | 11/17  Ernie |
| **Collision Detection** | Create a class that contains the bounds for GameObjects and is usable for collision detection even when the rectangular bounds are rotated. | 11/18  Noah |
| **Art: karts** | Create 3-5 icons for each color of kart. We’ll use these to cycle through to give the carts more life. | 11/18  Ernie |
| **Art: coins** | Create 3-5 icons for rotating coins | 11/19  Ernie |
| **Attaching Abilities** | Implement the ability to put the abilities on all four sides of the karts. | 11/19  Noah |
| **Activating Abilities** | Implement the ability to activate all four possible abilities on the karts. | 11/19  Noah |
| **AI: basics** | Implement the basics of AI needed for general enemy to play against, even if the AI is really bad. | 11/20  Chase |
| **Main Menu** | The player will be able to select from these options: “Play”, “Quit”. Selecting any of these options take the person to the appropriate screen. The main menu has our logo and a background showing the gameplay. | 11/20  Ernie |
| **Basic collisions** | Karts just can’t go through walls and other karts | 11/21  Noah |
| **Game Select Screen**  **V.0.5** | This screen has all four players controlling a pointer that can be used to setup the players about to play in a match. It also has the game type selection. Only basic functionality is needed at this point. | 11/21  Chase |
| **Loadout Screen V.0.5** | This screen is divided into four sections, one for each player. Each player can choose from a list of items that they can add (possibly purchase) for their kart. Basic functionality only. | 11/21  Ernie |
| **Map Editor**  **V.1.0** | We should now be able to select between different types of art and bases etc. | 11/21  Chase |
| **Art: Priority 0 Abilities** | Create all priority 0 items that can go on karts. | 11/21  Ernie |
| **Art: Priority 0 Projectiles** | Create all priority 0 items’ projectiles. | 11/21  Ernie |
| **Statistics Recording** | Implement a system to keep track of statistics such as kills, captures, etc. | 11/22  Ernie |
| **Map Select Screen V.0.5** | This screen contains the map list that all players can control. | 11/23  Chase |
| **Priority 0 Abilities** | Implement the priority level 0 abilities and their projectiles. This includes the rendered objects and how the projectiles affect what they collide with. | 11/23  Noah  Chase  Ernie |
| **Results Screen** | Display the statistics on a results screen after games. | 11/25  Noah |
| **AI: normal** | Implement a “normal” difficulty AI. It doesn’t need to be polished, but it should be close. | 11/25  Chase |
| **Art: Priority 1 Abilities** | Create all priority 1 items that can go on karts. | 11/25  Ernie |
| **Art: Priority 1 Projectiles** | Create all priority 1 items’ projectiles. | 11/25  Ernie |
| **AI: easy** | Implement an “easy” difficulty AI. It doesn’t need to be polished, but it should be close. | 11/26  Chase |
| **Loadout Screen V.0.6** | When an item is selected that has not been purchased, a message box pops up for that user that gives them more details on that item and asks for confirmation to purchase. | 11/26  Ernie |
| **Screen Transitions** | Implement the transitions (clicking a button and then arriving at the next screen) for main menu <-> game/player select <-> map select <-> loadout <->gameplay->results->game/player select  If these screens are not available, create placeholders. | 11/26  Noah |
| **Priority 1 Abilities** | Implement the priority level 1 abilities and their projectiles. This includes the rendered objects and how the projectiles affect what they collide with. | 11/27  Noah  Chase  Ernie |
| **Map Select Screen V.0.6** | The highlighted version of the map is displayed in a preview box. | 11/28  Chase |
| **Art: Cloud walls** | Create the 5 different types of cloud walls | 11/29  Ernie |
| **AI: hard** | Implement a “hard” difficulty AI. It doesn’t need to be polished, but it should be close. | 11/30  Chase |
| **Bouncy collisions** | Karts bounce when they hit other objects | 11/30  Noah |
| **Art: Priority 2 Abilities** | Create all priority 2 items that can go on karts. | 11/30  Ernie |
| **Art: Priority 2 Projectiles** | Create all priority 2 items’ projectiles. | 11/30  Ernie |
| **Priority 2 Abilities** | Implement the priority level 2 abilities and their projectiles. This includes the rendered objects and how the projectiles affect what they collide with. | 12/02  Noah  Chase  Ernie |
| **AI: polished** | Make sure all AIs are polished and ready | 12/06  Chase  Noah  Ernie |
| **Game Select Screen V.1.0** | This screen has all four players controlling a pointer that can be used to setup the players about to play in a match. It also has the game type selection. This screen is finished at this point with all art and options included. | 12/08  Chase  Ernie |
| **Map Select Screen V.1.0** | This screen is finished at this point with all art and options included. | 12/08  Chase  Noah |
| **Loadout Screen V.1.0** | This screen is finished at this point with all art and options included. | 12/08  Ernie  Noah |
| **Polish Everything** | Everything is going to need polish at this stage, but right now we have no idea which parts and how much. So start early and keep polishing until the product is needed to turn in. | 12/13  Chase  Ernie  Noah |