|  |  |  |
| --- | --- | --- |
| To-Do Code | Status | Due date |
| Graphics Engine | Done | - |
| Input Handler | Done | - |
| Physics Engine (functions) | Done | - |
| Collision Engine (static) | Done | - |
| Dynamic Collision for Point to Rectangle  For: Dragon hit by arrow |  | By 5th Feb |
| Dynamic Collision for Circle to Rectangle  For: Enemy hit by fireball |  | By 5th Feb |
| Dynamic Collision for Rectangle to Rectangle  For: Everything |  | By 5th Feb |
| Dragon Object  -Contains necessary stats of dragon  -Utilises input handler for moving dragon  -Utilises input handler for  Creating fireball obj  -Utilises Collision detection for reaction: losing health etc |  | By 5th Feb |
| A.I Grunt  -Able to move left, right, melee attack? ( is it just collide with dragon then dragon lose health so no additional object creation needed?) |  | By 5th Feb |
| A.I Archer  -Able to move left, right, shoot arrow (generate arrow object) |  | By 7th Feb |
| King Arthur  -Able to move left, right  -Call heal when health is low  -Generate ( Summon ) mobs |  | By 5th Feb |
| Level Loader  -Create platform objects at correct positions  -Spawn Dragon  -Spawn Mobs  -Spawn health pick-ups (?) |  | By 7th Feb  (without ‘level design’)  By 10th Feb  (integrated level design) |
| Health pickup object  -Update dragon’s health when collided |  | By 7th Feb |
| User Interface  -Create mini health icon objects at the top left corner, deactivate when lose health, activate when gain |  | By 7th Feb |

Other non-code related things to do:

* Find decent placeholder for
  + Dragon
  + Grunt
  + King Arthur
  + Archer
  + Attack animation?

Come out with the layout design for level 1 and boss level