Rolling Blunts

the mobile app

DEVELOPMENT CHECKLIST

1. 3D models to be created and textured: \_\_\_
   1. Plants \_\_\_
      1. Grass \_\_\_
      2. Trees \_\_\_
      3. Flowers \_\_\_
      4. Nuggets \_\_\_
      5. Cannabis \_\_\_
      6. Palm Trees \_\_\_
      7. Bushes \_\_\_
   2. Furniture \_\_\_
      1. Chairs \_\_\_
      2. Tables \_\_\_
      3. Lamps \_\_\_
      4. Lawn Chairs \_\_\_
   3. Blunt Supplies (20 different types of blunts) \_\_\_
      1. Backwoods Type Pack \_\_\_
      2. Backwoods Type Cigar \_\_\_
      3. Unraveled Backwoods Cigar \_\_\_
      4. Backwoods Blunt \_\_\_
      5. Dutchie Type Pack \_\_\_
      6. Dutchie Type Cigarillo \_\_\_
      7. Unraveled/Gutted Dutchie Cigarillo \_\_\_
      8. Dutchie Blunt \_\_\_
      9. Game Type Pack \_\_\_
      10. Game Type Cigar \_\_\_
      11. Gutted Game Cigar \_\_\_
      12. Game Blunt \_\_\_
      13. White Owl Type Pack \_\_\_
      14. White Owl Type Cigar \_\_\_
      15. Gutted White Owl Cigar \_\_\_
      16. White Owl Blunt \_\_\_
      17. Phillies Type Pack \_\_\_
      18. Phillies Type Cigar \_\_\_
      19. Gutted Phillies Cigar \_\_\_
      20. Phillies Blunt \_\_\_
      21. Swisher Type Pack \_\_\_
      22. Swisher Type Cigar \_\_\_
      23. Gutted Swisher Cigar \_\_\_
      24. Swisher Blunt \_\_\_
      25. Double Platinum Type Pack \_\_\_
      26. Double Platinum Type Wrap \_\_\_
      27. Double Platinum Blunt \_\_\_
      28. Extendo Pack \_\_\_
      29. Extendo Cigar \_\_\_
      30. Gutted Extendo Cigar \_\_\_
      31. Extendo Blunt \_\_\_
      32. Full Size Cigar Pack \_\_\_
      33. Full Size Cigar \_\_\_
      34. Gutted Full Size Cigar \_\_\_
      35. Full Size Cigar Blunt \_\_\_
      36. Cuban Cigar \_\_\_
      37. Cuban Cigar Wrap \_\_\_
      38. Cuban Blunt \_\_\_
      39. Fonto Leaf \_\_\_
      40. Fonto Blunt \_\_\_
      41. Golden Wrap Pack \_\_\_
      42. Golden Wrap \_\_\_
      43. Golden Blunt \_\_\_
      44. Platinum Wrap Pack \_\_\_
      45. Platinum Wrap \_\_\_
      46. Platinum Blunt \_\_\_
      47. Cannabis Blunt Wrap \_\_\_
      48. Cannagar \_\_\_
      49. Quarter Pound Wrap \_\_\_
      50. Quarter Pound Blunt \_\_\_
      51. Half Pound Wrap \_\_\_
      52. Half Pound Blunt \_\_\_
      53. Pound Blunt Wrap \_\_\_
      54. Pound Blunt \_\_\_
      55. Rocket Launcher Blunt Wrap \_\_\_
      56. Rocket Launcher Blunt \_\_\_
      57. M16 Blunt Wrap \_\_\_
      58. M16 Blunt \_\_\_
      59. F2000 Blunt Wrap \_\_\_
      60. F2000 Blunt \_\_\_
   4. Equipment \_\_\_
      1. Zippo Lighter \_\_\_
      2. Nug Jars \_\_\_
      3. Roach Jars \_\_\_
      4. Ash Trays \_\_\_
   5. Environment \_\_\_
      1. Shed \_\_\_
      2. Lightbulb \_\_\_
      3. Rocks \_\_\_
      4. Wooden Dock \_\_\_
   6. Player Models \_\_\_
      1. Up To Developer To Make Up \_\_\_
2. Animations \_\_\_
   1. Rolling Up \_\_\_
      1. Grinding Nuggets \_\_\_
      2. Opening Cigar Packs For Every Type (20 Types) \_\_\_
      3. Gutting Every Type Of Cigar (9 Types) \_\_\_
      4. Filling/Rolling Every Type Of Blunt (20 Types) \_\_\_
      5. Lighting Every Type Of Blunt With Zippo (20 Types) \_\_\_
      6. Every Blunt Burning To Roach (20 Types) \_\_\_
      7. Storing Roach In Roach Jars (20 Types) \_\_\_
   2. Movement Around Island \_\_\_
      1. Can’t Swim But Can Walk In Ocean Small Amount \_\_\_
      2. Can’t Swim In Rivers \_\_\_
      3. Walking Animations \_\_\_
      4. Emote Animations (Suh Hand Sign, Etc.) \_\_\_
      5. Sitting Animations (Lawn Chair That Can Be Placed Anywhere) \_\_\_
      6. Setting Up Lawn Chair Animation \_\_\_
      7. Smoking Blunt Animations (20 Types) \_\_\_
      8. Ashing Blunt Animations (20 Types) \_\_\_
      9. Coughing Animations \_\_\_
   3. Misc \_\_\_
      1. Door Animations \_\_\_
      2. Rolling Gameplay Mechanics Animations \_\_\_
      3. Father/Grandfather/Great Grandfather/Godfather Animations \_\_\_
      4. All Menu Animations \_\_\_
      5. Loading Screen Animations \_\_\_
3. Mechanics \_\_\_
   1. Main Menu \_\_\_
      1. Solo Game Mode \_\_\_
      2. Statistics Menu \_\_\_
      3. Unlocks Menu \_\_\_
      4. Credits \_\_\_
      5. Multiplayer Game Mode (After Initial App Release) \_\_\_
   2. Gameplay \_\_\_
      1. Wrap Menu To Choose What To Roll \_\_\_
      2. Controls To Roll Up \_\_\_
      3. Percent System For Quality \_\_\_
      4. Time Taken To Roll \_\_\_
      5. Controls To Spark \_\_\_
      6. Controls To Inhale \_\_\_
      7. Controls To Move Around \_\_\_
      8. Controls To Place And Sit On Lawn Chair \_\_\_
      9. Stat Info (Amount, Type, And Quality Percent Of Blunts Rolled) \_\_\_
   3. Statistics Menu \_\_\_
      1. Total Blunts Rolled \_\_\_
      2. Total Of Each Type Of Blunt Rolled (20 Types) \_\_\_
      3. Percent Quality Averages Of All Blunts Rolled \_\_\_
      4. Percent Quality Averages of Each Type (20 Types) \_\_\_
      5. Average Time To Roll Every Blunt \_\_\_
      6. Average Time To Roll Each Type (20 Types) \_\_\_
      7. Total Amount Of Father Type Blunts Rolled (4 Types) \_\_\_
      8. Total Amount Of Roaches Available For Each Type (5 Types) \_\_\_
      9. Multiplayer Games Won (After Initial App Release)\_\_\_
   4. Unlocks Menu \_\_\_
      1. Show Only The Next Blunt Available To Unlock \_\_\_
      2. Start With Dutchies, Games, Swishers, And White Owls \_\_\_
      3. Create Different Milestones To Unlock Wraps \_\_\_
      4. Backwoods Unlocked After Grandfather Blunt Rolled \_\_\_
      5. F2000, Platinum, And Pounder Are Dev Only \_\_\_
4. Audio \_\_\_
   1. Environment Sounds \_\_\_
      1. Doors \_\_\_
      2. Grinding Nuggets \_\_\_
      3. Lighter \_\_\_
      4. Footsteps \_\_\_
      5. Ocean Sounds \_\_\_
      6. Island Breeze Sounds \_\_\_
      7. Birds \_\_\_
   2. Dialog \_\_\_
      1. Character Sayings \_\_\_
      2. Inhaling/Exhaling Sounds \_\_\_
      3. Coughing Sounds \_\_\_
      4. ­­­­­­­­­­­­­Misc Extras \_\_\_
   3. Soundtrack \_\_\_
      1. Menu Music \_\_\_
      2. In Game Music \_\_\_
      3. Rolling Music \_\_\_
      4. Light Blunt Music \_\_\_
      5. Credits Music \_\_\_
   4. Sound Effects \_\_\_
      1. Started Rolling Timer Effect (If Necessary) \_\_\_
      2. Completed Rolling Up Effect (If Necessary) \_\_\_
      3. Unlock Sound Effect \_\_\_
      4. Misc Necessary Sound Effects \_\_\_