**Goals**

Build game dev skill sets!

Show off at GDC! (recognition, ~~fame~~, ~~fortune~~, ~~glory~~, etc)

Submit to alt.ctrl.GDC (submissions early October to early December).

Marketing materials and Business cards to hand out at GDC.

Android / iOS version ($1.00)

Free Windows version for those with a Launchpad (MK 1, MK 2, or Pro)

**Work schedule / means of contact**

2-5 hours a week until summer (will vary because life bro). Pick tasks from our list. Try to finish one a week.

Day to day: Skype.

Weekly check-in each Friday.

**Deadlines / milestones / things to be aware of**

March 2016

* Nick starts working full-time.

April

* By the end of the month: Nick finishes his other projects and has more time to spend on this one.

May

June

* Jorey’s Birthday :D

July

* Sometime in the summer for a week: Nick’s family trip

August

* August 8th to 12th: Nick unavailable (Designing Musical Games workshop)
* School starts. Both of us drop back to working on this a few hours a week.

September

* Around the 22nd: trip for Cj’s birthday

October

* Two Weeks before Halloween(Feature freeze)
  + Rest of time until submission is bug fixes, trailer, etc
* Halloween Tentative date for alt.ctrl.GDC submission

November

* Nick’s Birthday

December

January 2017

February

March

* One week before GDC: final build(s) and materials completed (includes booth planning)
* Unannounced: GDC 2017

**Reference**

Unity version from previous project: 5.2.2f1, 32 bit

Unity Version for new project: 5.3.4f1, 32 bit

Launchpad MK 1 drivers: <https://us.novationmusic.com/sites/default/files/novation/downloads/10346/novation-usb-driver-2.6.exe>

Launchpad MK 2 / Pro drivers: <https://us.novationmusic.com/sites/default/files/novation/downloads/10596/novation-usb-driver-2.7.exe>

Launchpad ref MK 1 (yellow, red, green): <https://us.novationmusic.com/sites/default/files/novation/downloads/4080/launchpad-programmers-reference.pdf>

Launchpad ref MK 2 (RGB): <https://global.novationmusic.com/sites/default/files/novation/downloads/10529/launchpad-mk2-programmers-reference-guide_0.pdf>

Launchpad ref Pro (overkill): <https://global.novationmusic.com/sites/default/files/novation/downloads/10598/launchpad-pro-programmers-reference-guide_0.pdf>

Launchpad MK 1 (current one we’re using) - $0

* All lights fully programmable
* Red, yellow, and green
* Flashing

Launchpad MK 2 (RGB) - $150

* All lights fully programmable
* 128 colors (unless in RGB mode)
* Flashing
* Pulsing one color
* Clock (automatic flashing on the beat)
* Text scrolling (?!?)

Launchpad Pro (might be overkill) - $260

* All lights fully programmable
* 128 colors (unless in RGB mode)
* Flashing
* Pulsing one color OR between colors
* Clock (automatic flashing on the beat)
* Text scrolling (?!?)
* [Aftertouch](https://www.google.com/search?q=aftertouch)

blah

Things to do:

**Administrivia**

Contact\*Launchpad\*

Write out all 16 effects and projectiles in Coding section

Double check licensing on library code

**File managment**

Git repository hosted at Bitbucket (Jorey uses SourceTree) -Jorey

Google “Repo” for Audio/Graphics Require communication

Salvage parts from old game - Nick

-update to newest version of 32bit Unity and make note of the version number

**Coding**

Get audio timing working

Fix clunky things

Player 2

Enemy AI (should be implemented as a “fake” player 2)

~Projectile (restructured)

Create all projectiles at beginning of game, do not “destroy them” but create a new destroy function that returns them to their initial blank and invisible state.

User Interface design

Menu System

Pause and pause window

Enemy Bullet Collisions and effects\*16 effects\*

Health System?

\*Android/iOS port\*

**Audio assets**

Audio samples 16

Start Screen music

Game Over music

**Graphic assets**

Projectile bullet graphics

Menu Graphics

Game Over Screen

Better Graphics for Gameplay

User Interface design