Script To-do:

Basic Core

* Very simple Main menu
* Very simple menu when ‘esc’ is pressed (Currently just so the user can exit the game without alt + f4)
* Change collision detection scripts to use fixedupdate instead of update (because fixedupdate gets updated on the unity physics engine)

Advanced Core

* Advanced Menu
* Key mappings
* Lobby + Character creation

Classes Core

* Implementing all classes
* Implementing skill tree for each class
* Make player freeze when opening skill class

Attack

* Damage Calculations
* Keep in mind 1v1’s can be added (Balancing issues)

Movement

* Get rid of dash and add onto abilities
* Unique movement for each class

Networking

Basic

* Unique Camera views
* Sync of player movement + animations
* Game Overlay overlapping between players
* Sync stats for all players on server side
* Temporary good way of disconnecting
* Good way to spawn players
* Sync enemies on server side and show it to clients
* Disconnect gracefully
* Starting position not registered till player moved

Advanced

* Saving + Re-loading
* When join game is pressed when a lobby is already created. Do all the steps to join the new lobby ### Not sure if needed

Extra

* Implement 1v1’s between players