Senior Project Working Checklist as of 4/13/2020

Complete

In Progress / More refinement

Need to Start

Possible Stretch goal

* Frank/John (World Gen)
  + Friday- Adding more room prefabs
  + Getting random population in the rooms, for:
    - Weapons
    - Items
    - Enemy Spawners
* Chris/Victor (Player)
  + Players dealing damage
  + Players losing health
  + Health bar for enemies
  + Visual indicators (flashes and splashes for players and enemies)
  + Refine combat to have it working properly
  + Visual indicators in combat such as flashing, splats, damage text, etc
  + Potentially more UI elements such as health + stamina bars, more options in the menus, etc.
* Tim/Matt (Enemies)
  + Generate a grid and auto-scan to determine the traversable area for enemies
  + The ability to use pathfinding for movement (A to B, patrols, etc.)
  + Battler class
    - Parent class of the player and enemies
    - Handles all battle logic:
      * taking damage
      * knockback
      * dealing damage
    - States:
      * Idle
      * Walk
      * Stun
      * Attack
      * Dead
  + Slime class
    - Sub class of battler
    - Implementation of an Enemy accepts arbitrary target of class battler
    - Primal form of AI vision
      * Movement towards target with respect to penetrating targets hurt box with its hitbox
  + Implemented Evolution Algorithm
  + Implemented Evolution Simulation (of slimes)

Senior Project Working Checklist as of 4/20/2020

Complete

In Progress / More refinement

Need to Start

**Changed from last week**

* Frank/John (World Gen)
  + Adding more room prefabs
  + Getting random population in the rooms, for:
    - Weapons
    - Items
    - Enemy Spawners
* Chris/Victor (Player)
  + Players dealing damage
  + Players losing health
  + **Health bar for enemies**
  + **Visual indicators (flashes and splashes for players and enemies)**
  + **Refine combat to have it working properly**
  + **Visual indicators in combat such as flashing, splats, damage text, etc**
  + **Potentially more UI elements such as health + stamina bars, more options in the menus, etc.**
* Tim/Matt (Enemies)
  + **Generate a grid and auto-scan to determine the traversable area for enemies**
  + **The ability to use pathfinding for movement (A to B, patrols, etc.)**
    - **Fix for enemy AI clipping through walls**
  + Battler class
    - Parent class of the player and enemies
    - Handles all battle logic:
      * taking damage
      * knockback
      * dealing damage
  + States (fix the sprites):
    - Idle
    - Walk
    - Stun
    - Attack
    - Dead
  + Slime class
    - Primal form of AI vision
  + Implement Evolution Algorithm
  + Implement Evolution Simulation (of slimes)
  + **Implement more enemy types, each with their own unique mechanics**

Senior Project Working Checklist as of 4/28/2020

Complete

In Progress / More refinement

Need to Start

* Frank/John (World Gen)
  + Adding more room prefabs
  + Getting random population in the rooms, for:
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    - Items
    - Enemy Spawners
* Chris/Victor (Player)
  + Players dealing damage
  + Players losing health
  + Health bar for enemies
  + Visual indicators (flashes and splashes for players and enemies)
  + Refine combat to have it working properly
  + Visual indicators in combat such as flashing, splats, damage text, etc
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  + Generate a grid and auto-scan to determine the traversable area for enemies
  + The ability to use pathfinding for movement (A to B, patrols, etc.)
    - Fix for enemy AI clipping through walls
  + Battler class
    - Parent class of the player and enemies
    - Handles all battle logic:
      * taking damage
      * knockback
      * dealing damage
  + States (fix the sprites):
    - Idle
    - Walk
    - Stun
    - Attack
    - Dead
  + Slime class
    - Primal form of AI vision
  + Implement Evolution Algorithm
  + Implement Evolution Simulation (of slimes)
  + Implement more enemy types, each with their own unique mechanics