

<b><u>Gameplay Backlog</u></b>			
<b><u>To-Do List</u></b>	<b>Priority (1-5)</b>	<b>Solution</b>	<b>Status</b>
Example: Breaking player input	4	everything.sln, go to "x" and change value "y" to 10	Not Completed
<b><u>Round Setup and Spawning</u></b>			
Round cannot start until minimum of 2 players join.	1		
Server waits 30 seconds after 2nd player joins to allow for larger population.	3		
Randomly select one player to be the "First Hunter, "assign to Hunter team, and instantiate	1		
Assign remaining players to Scientist team and instantiate.	1		
Prevent First Hunter from leaving spawn area for 45 seconds	2		
Prevent Scientists from leaving spawn area for 20 seconds	2		
IDEAL: Have Scientists sitting at random seats, unable to move for 20 seconds, then stand players up and free their movement	5		
Power Failure occurs and changes conditions in Cafeteria & Infirmary	4		
New players are assigned to Spectator team	3		
IDEAL: New players are assigned to Hunter team and spawned away from Scientists	5		
<b><u>Player Controls</u></b>	<b>Priority (1-5)</b>	<b>Solution</b>	<b>Status</b>
W,A, S, D Directional Movement for Hunters and Scientists	Completed	Automatically established through Source settings	Completed
Default Hunter movement speed = 1.5x faster than scientists	1		
Hunter: Shift Key = Silent walk (unlimited, same speed as Scientist default speed)	2		
Scientist: Shift Key = Limited sprint (10 seconds, same speed as Hunter default speed)	2		
Hunter: Left-Click (Mouse) = Attack swing	1		
Hunter: Right-Click (Mouse) = Attack swing	1		
Scientist: Left-Click (Mouse) = Lean left	4		
Scientist: Right-Click (Mouse) = Lean right	4		
IDEAL: Scientist: 'E' Key = Pick up, move, and drop physics-based objects	5		
<b><u>Player Interactions</u></b>	<b>Priority (1-5)</b>	<b>Solution</b>	<b>Status</b>
Hunter attack (if Hunter mouse clicks when in range of scientist, triggers Scientist death)	1		
Scientist death (Scientist loses all health, player loses control)	1		
Scientist turns into Hunter, reassigned to Hunter team (happens immediately after death)	1		
<b><u>Individual Level Rooms</u></b>			
Cafeteria/Kitchen			

Infirmary			
Modular Corridors			
Reactor Room			
Hydroponics			
Lab 1			
Decontamination Chambers			
Lobby			
Administrative Offices			
Lab 2			
Lounge			
Locker/Equipment Room			