

Beta Release - Backlog Overview

Complete:

- Ladders that actually work (no, like *actually*) [2 pts]
- UI that shows health, equipped weapon color, and currency [2 pts]
- Save/Death system (player plays a piano, gets teleported back there when dead, loses coins, etc.) [3 pts]
- Collectibles/Currency [2pts]
- Room transitions [2 pts]
- Dialogue system [5 pts]
- Spike object that causes damage and bounces player around [2 pts]
- 8-bit sprites and animations for the main character [3 pts]
- Making this backlog [1 pt]
- Making the GDD [2 pts]
- Basic movement (floor collision, walking, jumping) [3 pts]
- Scrolling camera [1 pt]
- Sound effects for the character jumping, shooting, receiving damage [2 pts]
- Trumpet physics (pushes character in opposite direction of attack) [2 pts]
- Basic attack (shoot music notes) [2 pts]
- 8-bit tileset for starting area [2 pts]
- 8-bit tileset for second area (forest) [2 pts]
- Flying enemy type [3 pts]
- Jumping slime enemy [3pts]
- Enemy that defies gravity [3 pts]
- Trashcan enemy [2pts]
- Pits that teleport player out of them [3 pts]
- Door/Key system (find a locked door, go collect key, then you can open it) [2 pts]
- Treasure chest object (gives player special items/gear) [3 pts]
- Trampoline drum objects that bounce and play sound
- Pause menu [2 pts]
- Title screen [2 pts]
- Controls GUI [2 pts]
- Balance audio (still needs a little work) [2 pts]
- More music [1 pt]

TBD (not getting done at this point):

- NPC dialogue for The Core [3 pts]

- Updated dialogue system (player can respond with different notes for different emotions) [5 pts]
- Boss for Area 1 [12 pts]
- Intro Sequence [2 pts]

Known Bugs:

- Player can sometimes get stuck in spikes(?), should not happen anymore but needs further testing
- Bouncy drum objects launch player super far when landed on the right way
- Sounds played in quick succession pile on top of each other and sometimes no audio plays at all depending on the OS (this is a bug in GameMaker's audio engine, we're not dealing with it)
- Transition screens look different on different builds/browsers (not much we can do there)
- Dying as you go through a room transition creates an infinite loop of transitions and breaks the game (sometimes)
- Going past the last screen causes weird stuff to happen