

## **Alpha 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]
- ~~- Ability: Wall Jump (player can bounce/jump off of walls/blocks) [2 pts] :e~~
- Basic attack (shoot music notes) [2 pts]
- 8-bit tileset for starting area [3 pts]
- Flying enemy type [3 pts]
- Pits that teleport player out of them [3 pts]

### **In Progress:**

- Layout + tileset for The Core [3 pts]
- NPC dialogue for The Core [3 pts]
- Updated dialogue system (player can respond with different notes for different emotions) [5 pts]
- Jumping enemy type [3 pts]

### **TBD:**

- Intro Sequence (text, music, transitions) [2 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]
- Layout + tileset for Area 1 (vaporwave theme) [3 pts]

- Enemies for Area 1 (vaporwave theme) [3 pts]
- Boss for Area 1 (vaporwave theme) [12 pts]
- Trampoline drum objects that bounce and play sound