DEADLINE next monday (november 6th):

Programming (Spencer):

(use placeholder assets)

1. Camera controller
2. Game controller
   1. Player controller
      1. Have hurtboxes (collider)
      2. Activate hitboxes
      3. Movement
      4. Take and give control (death/ new game)
   2. Enemies
      1. Ai
      2. Basic version
      3. Version that has consumables (diff color)
      4. Activate hitboxes
   3. Ui stuff
      1. Player health
      2. Start menu
      3. Pause menu
      4. Game over
      5. Consumable slot

Game assets (Zach):

1. Nean
   1. Spear
   2. Character body (Head, torso, limbs)
2. Dennis
   1. Axe
   2. Character body (Head, torso, limbs)
3. Consumables (for now)
   1. Health (jungle fruits 3 at least)
   2. Damage buff (Dragon fruit)
4. Mob (smol spherical, kirby esque)
5. Boss mob (same stuff more intimidating)
6. Scene textures
   1. Background (foreground)
   2. Background (sky day + volcano)
   3. Floor (normal + volcano)

Other (Ryley):

1. Music
   1. Main menu
   2. Game music
   3. Boss theme
   4. Game over jingle
2. Sfx
   1. Player hit
   2. Pickup (use+drop)
   3. Enemy kill
   4. Enemy hit
   5. Weapon swing
   6. Player death
   7. Enemy attack
   8. Walk sound
3. Ui
   1. Main menu
   2. Pause screen (option/controls)
   3. Game
      1. Player health
      2. Consumables
      3. Player icon
   4. Revive player

Formal write-up shit