CodeRaider: Project Plan

Connor Harber, Sean McConnell, Hayden Moritz, and Johnathan Tibbetts

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| **Milestones** | **Deadline** | **Tasks** |
| Complete Boss Movement | 2/20/2019 | * Character class (Sean) * Physics engine (Jonathan) * Boss movement mechanism (Hayden & Connor) * Update sprite sizes (Connor) |
| Complete Level 1 Design | 3/6/2019 | * Draw item sprites (Connor) * Draw health bar (Connor) * Add sprites to front-end (Jonathan, Hayden, and Sean) |
| Complete UI | 3/20/2019 | * Add health bar (Jonathan) * Add inventory? (Sean) * Finish implementing menu (Hayden) * Add boss heath bar (Connor) * Finish level music (Connor) |
| Complete Item Mechanics | 4/3/2019 | * Add enemy damage (Jonathan) * Implement health items (Hayden) * Implement inventory items (Sean) * Implement powerups (Connor) |
| Complete Boss Fighting | 4/17/2019 | * Draw weapon sprites/animation (Connor) * Add weapon damage (Hayden) * Implement boss attack (Sean) * Implement player attack (Jonathan) |
| Complete Level Win Sequence | 5/1/2019 | * Add level win logic (Sean, Hayden, and Jonathan) * Draw level win banner/image (Connor) |