Heartfelt Tasks List

(**Team Members:** Sensen Chen, Connor Griffin, Mengyi Li, Maria Salmon, Claire Zhu)

**Sensen Chen:**

* Map Generation:
  + Wrote C++/Haxe maze generation algorithm.
* Enemy Path:
  + Wrote algorithm to calculate and verify enemy path to eliminate collision with walls and reduce collision with hearts.
* Heart/ Enemy Placement:
  + Wrote Algorithm to evenly distribute enemies and hearts to make the game slightly more tedious
* Cutscenes/ Timing:
  + Wrote the “TextStates” for transitioning scenes within the game.
* Debugging:
  + Helped Mengyi with debugging movement/sprite integration and other various tasks.

**Connor Griffin:**

* Music:
  + 5 versions of the main theme that get increasingly complex as you collect more hearts
  + Boss theme
* Sound:
  + 2-3 sounds for each attack
  + Heart collect sound
  + 3 sounds each for player and enemy death

**Mengyi Li:**

* Data Structure:
  + Created data structures for player, enemies, attacks, playstate and bosses
* Game mechanics:
  + Built the framework for the stages
  + Built the boss battle
  + Built movement for player, enemies and attacks
* Scenes:
  + Built Title screen
* Integrated Digital Assets:
  + Loaded musics, sprites and various images
* Debugging:
  + Helped Sensen with loading maps and placement of hearts and enemies.

**Maria Salmon:**

* Game Story Script:
  + Intro scene
  + Before Boss Scene
  + Endings
  + On-screen text for Objective and Gameplay explanation
* Voice Acting:
  + Intro Scene
    - 3 tracks
  + Before Boss Scene
    - 1 track
  + Endings
    - Fail: 3 tracks
    - Win: 3 tracks
* Created Game Presentation

**Claire Zhu:**

* Character Sprites + Animations
  + Player
  + 1 Mini Boss - that takes 2 seduction hits
  + 1 Mini Boss - that takes 4
  + 1 Mini Boss - that takes 1 hit but is really good at dodging or something
  + Boss - A dark version of yourself
* Item Sprites
  + Heart (full)
  + Heart (5 broken pieces)
* Attacks Sprites
  + Kissy lips
  + Rockette Rocket Leg (RRL)
  + Ass attack
* Tile Set