

TJ Time Jumper

Title	Stage	Description	Due Date	Assigned to	Hierarchy	Original Estimate	Current Estimate	Effort	Checklists	Comments
Release:	Done	Notes to self: - Enable the main menu - Disable the gun (player has to pick it up) - Enable Edge Tilting			-	0	0	0		
Stuff that kills you	Done			Arno Blümel	4.8	5	6	6		
Level 2	Done				-	3	3	1		
Level 3	Done			Arno Blümel	-	5	5	2		
Level Loading	Done			Stefnotch	-	1	1	1		
Debug the light in the cave, why is it so bright?	To-Do				-	0	0	0		
Credits Menu	To-Do				-	1	1	0		
Cat statue (Level 2, a trap)	Done	Shadow --> Head dark (evil) TriggerActivator		Stefnotch	-	2	2	1		
		(See: Hangouts picture)								
HUD	Done	Health bar, Crosshair		Stefnotch	-	2	2	0		
Better Time Scrolling Effect	Done			Stefnotch	-	2	4	4		
Get ready for level 1!	Done		04/05/2018		4	0	0	0		
Minor Materials Refactoring	Done	Fewer materials and more material instances 16:15-17:15		Stefnotch	-	1	2	2		
Main Menu - Xenko	Abandoned (Xenko)	OE: 2h CE: 2h E: 1h	04/10/2018	Arno Blümel	4.1	0	0	0		
Settings Menu(s)	Abandoned (Xenko)	OE: 5h CE: 5h E: 1h	04/10/2018	Arno Blümel	4.2.1	0	0	0	Checklist: - [] Keyboard Remapping	

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Refactor the TimeGun	Abandoned (Xenko)	It's way too large already			-	0	0	0		
Pausing	Done	(Xenko)		Arno Blümel	-	0	0	0		
Flax Port	Done	Xenko sucks, so I'm porting everything to Flax.		Stefnotch	-	10	10	10		
FPS Camera	Done			Stefnotch	1	1	1	1		
Object Interaction	Done		04/05/2018	Stefnotch	4.3	5	5	5		
First level	Done			Stefnotch	-	10	8	8		
Download and import a bunch of 3D models	Done			Stefnotch	4.5	3	2	2		
Level Loading	Done		04/05/2018	Stefnotch	4.4	8	10	10		
Time Component	Done	The component that can be added to any entity.		Stefnotch	-	0	0	0		
Edge Tilting	Done			Stefnotch	1.1	1	1	1		
Procedural Level Generation	Out of scope	For starters, you could implement some minor randomizations such as mirroring the level			-	0	0	0		
VR (but I don't have a VR thingy)	Out of scope				-	0	0	0		
Configurable Keyboard Controls	To-Do				3	0	0	0		
Settings Menu	To-Do				-	0	0	0		
Every single level	To-Do	A bunch of level themes: Ruins, Atlantis, Mountain Temple, City Sewers, Japanese Stuff			-	0	0	0		
Sounds!	To-Do				-	0	0	0		
Saving & Loading	To-Do	And a "select save" screen would be cool at some point as well			-	0	0	0		
Level Selection Screen	To-Do	e.g. a world map (even though the world is going to be randomized...)			-	0	0	0		

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Story	To-Do				-	0	0	0		
Memez	To-Do				-	0	0	0		
I18n	To-Do				-	0	0	0		
OnGround Timer	To-Do	See bug #1			1.1.1	0	0	0		
TJ Time Jumper	To-Do	The Eff of a parent does NOT include the Eff of the children			Root	0	0	0		
Raycast - Trigger	Done			Stefnotch	4.3.1	2	2	2		
Nearby - Trigger	Done			Stefnotch	4.3.2	2	2	2		
Interaction Popup	Done			Stefnotch	4.3.3	2	2	2		
Reimplementing the Triggers using Rx	Done			Stefnotch	4.3.4	5	5	4	Checklist: - [x] Interaction Popup - [x] Raycast - Trigger - [x] Nearby - Trigger	
Improve the FPSCamera	To-Do	Jumping (moving in the air) Sideways walking (too fast)			-	0	0	0		
		Wall jumping?								
Loading Random Assets	Done			Stefnotch	4.4.1	3	3	3		
Rx Reimplementation Improvements	Done	The event reimplementation using Rx still had some rough edges	04/16/2018	Stefnotch	4.3.4.1	2	2	2		
Time Scrolling Tool(s)	Done			Stefnotch	-	0	0	0		
Gateways visible in the Game Studio	Done			Stefnotch	4.4.2	3	5	5		
Loading... door	Done			Stefnotch	4.6	2	2	2		
Character movement	Done	walking, running, jumping		Stefnotch	2	2	2	2		
Character animations	Out of scope				2.1	0	0	0		
Refactoring	Done			Stefnotch	4.7	3	1	1		

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Menus using Flax	Done	This does not include actually creating the main menu, pause menu, etc		Stefnotch	-	2	2	2		
Pause Menu	Done		04/10/2018	Stefnotch	4.2	8	8	6		
Save points	Done			Stefnotch	4.9	3	1	1		
Better SDateTime	Done	SDateTime (Simplified Date Time) currently only supports years		Stefnotch	-	1	1	1		