Friday Tasks

Create

VIEWS

- Calendar
- List
- Summary

ASSIGNEE

- ● Everyone
- ● Zhilong
- ● Friday

STATUS

- ● All
- ⧗ Pending
- ✔ Approved
- ◑ In Progress
- ✓ Done

All Tasks

● HU! 18

✔ ●	**Round/Blind system with escalating difficulty** Implement Round manager: small blind → big blind → ...	high	Feb 5
✔ ●	**GameScene: core gameplay loop** Build the main GameScene in Phaser: render hand, wa...	high	Feb 7
✓ ●	~~Project setup: Vite + TypeScript + Phaser 3~~ Initialize the HU! project with Vite, TypeScript, and Ph...	high	Tomorrow
✓ ●	~~Core tile system: 136 mahjong tiles~~ Define the Tile data model (suit: wan/tiao/tong/wind/d...	high	In 2d
✓ ●	~~Tile rendering & sprite system~~ Create TileSprite component to render mahjong tiles ...	high	In 3d
✓ ●	~~Hand management system~~ Implement Hand class: hold 14 tiles, draw from wall, d...	high	In 4d
✓ ●	~~Fan pattern evaluator~~ Implement FanEvaluator: detect valid mahjong winnin...	high	In 6d
✓ ●	~~Scoring engine (chips × mult)~~ Implement Balatro-style scoring: base chips + per-tile...	high	In 7d
✔ ●	**God Tiles ( ) system — passive effects** Design and implement God Tile system (equivalent...	medium	Feb 10
✔ ●	**Flower Cards ( ) — consumable items** Implement consumable Flower Cards (like Tarot/Pl...	medium	Feb 12
✔ ●	**Shop system between rounds** Build ShopScene: display 3-5 random God Tiles an...	medium	Feb 14
✔ ●	**Boss rounds with special modifiers** Design and implement Boss Blind mechanics. Each...	medium	Feb 16
✔ ●	**Menu, GameOver, and scene flow** Build MenuScene (title screen with play button, set...	medium	Feb 18