

Milestones

Week 0 Milestone (02/13/2019)

- Game pitch document converted to a useable game design document
- People assigned to art team and programming team
- Trello set up for art team and programming team
- First tasks assigned to all team members

Week 1 Milestone (02/20/2019)

- Load levels as individual scenes
- Press button to restart the current level
- Co-op input (with two Xbox controllers) working
 - Player movement for Chucky
 - Player movement for Dexter
 - Character swap button
- Art style determined for Characters, Objects, and Environments
- Placeholder Art
 - Rough colored background in layers
 - Generic environment tile sheet
 - Placeholder art for most (if not all) items

Week 2 Milestone (02/27/2019)

- Co-op camera tracking properly
- Doors and buttons can be easily paired by the level designer
- 2D tile sheets loaded into tile pallet
- 3 prototype levels created with tile editor and placeholder assets
- 2D character animations blocked out in black and white

Week 3 Milestone (03/06/2019)

- Elevators working
- 5 prototype levels with nearly completed assets
- Chucky controls finished
- Dexter controls finished

Week 4 Milestone (03/13/2019)

- Music and sound effects in place

- Main Menu
 - Start
 - Quit
 - Level Select
- Chucky's aim trajectory line complete
- Animal Control Officer's AI functional
- Playtest all levels, make adjustments as needed

Week 5 Milestone (03/20/2019)

- Polish / catch up on any missing tasks
- People with no tasks left can create extra levels
- Finished vertical slice, ready to be demoed!

Revision #1

Created 2025-12-22 16:31:11 PST by xury

Updated 2025-12-22 16:35:00 PST by xury