Pre-Beta I Goals

Enemies

- **Systems**
  - ☑ In-game representation of Bulk Enemy (that may break apart and spawn multiple small enemies)
  - ☐ In-game representation of Camo Enemies
  - ☐ Regen Enemies
  - ☑ Ceramic Enemies
- **Art**
  - ☐ Camo overlay
  - ☐ Regen Enemies art
- **Audio**
  - ☑ Bulk enemy (ghost ship) "being attacked" sound
  - ☑ First draft of "break apart" SFX for bulk enemies (i.e. when a MOAB splits apart into multiple smaller enemies)

Towers

- **Systems (upgrades reference)**
  - ☑ Implementation of more upgrades
  - ☑ Fix support tower to match to Andrew's spec
  - ☑ Can still put towers on paths
  - ☐ When hovering over upgrade, have text that says what the upgrade does
  - ☑ More upgrades should mean you can sell the tower for more money
  - ☑ If you can't afford an upgrade, it should show up red or greyed out
  - ☑ (HIGH PRIORITY) Clicking on a tower that's been placed should show its range
  - ☑ (MEDIUM PRIORITY) Popping priority, just focus on shooting balloons furthest down the path
- **Balance**
  - ☐ Continued balancing of towers
  - ☐ Revisit the sniper - it may be too slow
- **Art (reference, upgrades reference)**
  - ☑ Continued finalization + consistency of existing tower art
  - ☐ Improved UI for tower upgrade paths
  - ☑ Shooting art (replace the star)
  - ☐ Visual effect for explosive tower to show radius of explosion
  - ☐ Implement tower art upgrades + make UI more obvious
- **Quality of Life**
  - ☑ Ability to drag and drop towers from UI to map
    - ☐ Tower should stay same size between when you drag it + when you place it
  - ☑ Ability to deselect a tower
- **Audio**
  - ☑ Explosion SFX (for explosive shooter)
  - ☐ Tower placement SFX
- **Design**
  - ☑ Make tower descriptions a lot more specific/descriptive

  > ⚠ PT21-127 - Jira project doesn't exist or you don't have permission to view it.

Levels

- **Design**
  - ☐ Additional X rounds created
- **Art**
  - ☑ Iteration on first draft level art
  - ☑ Iteration on second level draft art
  - ☑ Iteration on third level draft art
- **Audio**
  - ☑ Iterate on background music for all levels
  - ☑ Create background music draft for second level (similar tone, increased urgency?)
  - ☐ Background ambience (torches, crickets, water, etc.)
- **Design**
  - Create original design for first level
  - Recreate design for second level
  - Recreate design for third level

UI/UX

- **Systems**
  - ☑ Audio toggles
- **Design & Art**
  - ☐ UI elements draft art (**reference**)
  - ☑ Improved tower upgrades screen
  - ☐ Improved pause art
  - ☑ Differentiate between play and speed-up buttons
  - ☐ Arrow thing for pulling out menu should go backwards when pushing in
  - ☑ Make the tower menu a bit smaller / make the icons take more space
- **Audio**
  - ☑ Iterate on background music for main menu
  - ☑ Draft SFX for button clicking
  - ☐ Draft credits music

Narrative (reference)

- **Systems**
  - ☑ Actual campaign system!
- **Art**
  - ☑ Draft character art
  - ☑ Text is too hard to read (contrast, too small)
- **Audio**
  - ☑ Campaign music
- **Design**
  - ☑ Next button should be replaced with a small arrow in text box
  - ☑ Ability to skip text or show all text at once (click to show all text in the box without animation)
  - ☑ Maybe too long until actual gameplay starts - break up dialogue? Consider making it a little shorter? Or have some brief gameplay at start?
  - ☑ Add toggle to remove typing animation altogether