

Feature: Enemy Management System

1. Enemy Management
 - Spawn enemies at a certain time
 - Track whether an enemy is hittable yet or not
 - Make the enemy hittable/apply the highlighted body part needed
 - Slow down the enemy for HitWindow time when hittable
 - Remove enemy after HitWindow time is over
2. Run Calculation
 - A system that can calculate how fast the enemy should run to get to the player in RunTime along the Path it is following
3. Pathing
 - Way to create simple lines for the enemies to run along towards the player that can be adjusted easily

Feature: Scoring System

1. Score Tracking (1 week)
 - Gets score of hit each time an enemy is hit (0 for misses, variable depending on quality of successful hit)
 - Track overall score throughout a level
2. Score Saving (1 week)
 - IF highest score ever for that level, save it locally so players know it
 - IF player has online leaderboards enabled, save it online with name
3. Online Leaderboards (2 weeks)
 - Be able to connect with a user and get their high score data for each level
 - Be able to display global scores of all networked users to a player to compare their high score
 - Can enable/disable this feature in settings
4. Level End Screens (1 week)
 - Show the score for the level with an associated rating after it is over

Feature: Combat System

1. Enemies (number of types TBD) (5 weeks)
 - Have body parts highlight in time with the music
 - Be able to take hits from the player
 - Be able to hit the player
 - Slow down their animations for a split second when they are to be hit on the beat
 - Make sounds (grunts, yells, etc.) according to hitting/being hit
2. Attack Types (8 weeks)
 - Punching, blocking, star powers, and grabbing
 - Punching is straightforward, players can swing at hittable zones on enemy body

- Blocking works by crossing arms together
- Grabbing is by button press, allows you to knock enemies into each other, throw them away (or at environment), grab and then punch
- Star powers are one-off epic attacks at the end of each level (currently TBD)
- Each attack should have a corresponding sound

Feature: Interludes

1. Dance sequences (1 week)
 - Be able to show players dance moves to follow
 - Score the accuracy of their moves
2. Narration (1 week)
 - Have an audio track of the narrator play to further the story
3. **Animated Environmental Events**
 - Have animations play in the scene that alter the environment a bit and follow the narration (for example, in level 1 it is currently planned for a motorcycle to drive into something and explode)

Feature: Narrative Sections

1. Recorded narrator on stage (3 week)
 - Have our actor recorded over a green screen to make it look like he is walking around on a stage in front of the player
 - Record the audio to sync up with his performance
2. Comic-esque Film Cutouts (6 weeks)
 - Have a system to show images that correspond with narration as a "film" being projected on screen
3. Intractability (exact things TBD) (3 week)
 - Be able to interact with objects or events during these sections (for example, we currently have the game starting off with the player picking up a flyer that falls out of the sky)

Feature: Menus

1. Settings (exact options TBD) (1 week)
 - Enable/disable online features
 - Change audio language (English/Hindi)
2. Game Intro (1 week)
 - Create a startup logo/intro sequence before the menu loads
3. Level Select Screen (2 week)
 - Only available after player has gone through whole game once
 - Lets you see high score per level when selected

Other Epics

Character Art level I
Character Art Level II
Character Art Level III

Environmental Art Level I
Environmental Art Level II
Environmental Art Level III

Animated Environmental Events Level 1
Animated Environmental Events Level 2
Animated Environmental Events Level 3

Storyboard Images for Narrative Sections Before/After Level 1
Storyboard Images for Narrative Sections Before/After Level 2
Storyboard Images for Narrative Sections Before/After Level 3

Song for Level 1
Song for Level 2
Song for Level 3
Songs for Narrative Sections (# is TBD)
Song for Menu

Sound Effects for Level 1
Sound Effects for Level 2
Sound Effects for Level 3
Sound Effects for Menu
Sound Effects for Narrative Sections

Script/Plot for Level 1
Script/Plot for Level 2
Script/Plot for Level 3
(the above include scripts for narrative sections between levels)
Record/Implement Performance for Narrative Sections Through Level 1
Record/Implement Performance for Narrative Sections Through Level 2
Record/Implement Performance for Narrative Sections Through Level 3

Core Combat For Whole Game Finished
Level 1 Attack Layout
Level 2 Attack Layout
Level 3 Attack Layout
Level 1 Enemies
Level 2 Enemies

Level 3 Enemies

Level 1 Star Power

Level 2 Star Power

Level 3 Star Power

Level 1 Dance Interlude

Level 2 Dance Interlude

Level 3 Dance Interlude