# Kevs todo list

## Milestone 10.1 (May 19th-23rd)

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| --- | --- | --- |
| **Who** | **Days** | **Task** |
| Kev | 3.00 | Sound guys requests. (see mail 06/05/08) |
| ~~Kev~~ | ~~1.00~~ | ~~Fix GC bugs~~ |
| Kev | 0.50 | Extra vampires in GC |
| Kev | 0.50 | Check whether Save/load actually works (& put in Autosave trigger) |
| Kev | 1.00 | Gigi must climb out of the carriage |
| Kev | 0.50 | Mesh swaps for BC intro/outro camera (Player arms) |
| Kev | 0.25 | Bodge for attendants using different text to VO. |
| Kev | 0.25 | SMLGen tweak for Rich Kettlewell. |
| Kev | 0.50 | Build and check Wii version for Scholastic. |
| **Total** | **7.50** |  |
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| Tom | 1.00 | Fix VV bugs |
| Tom | 0.25 | BC – Add smoke to dead cars |
| Tom | 0.25 | Design & implement BC pit opening camera. |
| Tom | 1.00 | Fix BC bugs |
| Tom | 0.25 | GC & BC – Add cam shake and rumble |
| Tom | 0.25 | VV – Jokes in vampire phones (#251) |
| Tom | 0.25 | VV – interaction with Rotcorn attendant (#252) |
| Tom | 0.25 | VV – PA announcements (#253) |
| Tom | 1.00 | Complete GC multiplayer |
| Tom | 0.50 | Finish options screen |
| Tom | 0.50 | Finish/polish level complete screen. |
| **Total** | **5.50** |  |
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| Phil | 1.00 | Intro cameras |
| Phil | 0.50 | Add a global SFX file (Not level specific) |
| Phil | 0.25 | Music in frontend |
| Phil | 0.25 | Put sfx triggers in menus |
| Phil | 0.25 | VV – Worker horrors with attachments and VO |
| Phil | 0.25 | Wiimote sfx |
| Phil | 0.25 | Coin tokens at bottom of screen are too low. (Plus frights & tokens for attendants) |
| Phil | 0.25 | No 10% border on GUI elements |
| Phil | 0.25 | Proper display of Scholastic/Gusto splash screens (Textures are now 245x256) |
| Phil | 1.00 | Any work required for area spline cameras |
| Phil | 0.50 | Mini cutscene in VV |
| Phil | 0.50 | More interaction from kids |
| Phil | 0.50 | Build and check PS2 version for Scholastic. |
| **Total** | **5.75** |  |

**After Alpha**

Look into Tom’s streamed sound mail (07/05/08 – 17:32)

## Other

Menu-cam in each level for main menu.

Split up coaster control into different files.

Make grab trees use object name. (For golf flags and little girl’s flowers)

Cancel screen shake properly.

Screen shake should not move a fixed camera. (Monster hunt)

SMLGen PS2 bat file & success report

Trigger type in editor

Too many types in trigger box

Try out Wii profiler.

Check Max’s other kids (9 & 11 have “access 16 bones” assert)

Object Param1 & 2 are ints. (Rich’s hanging vampires require floats) (RG)

Write some editor documentation so that Rich can farm out some work.

## AI

Path finding?

## Rub-a-Dub Slug

Worms don’t return to correct anim after being pulled

## Frontend

Save Game

Options

Spin camera around

Music in main menu

## GUI

## Coffin Cruise

OldPos snaps to pos after first frame causing long swept collision.

## Roller Ghoster

Anim not found assert at start of level.

## Screamer Steamer

Speed up the controls so that the car slams down on the floor when neutral controls.

## Other

Speak to Rich K about multiple shadows. Screenshot Wii with buffers. (Look at Wii plot code?) Rich M – change lights to spot.

Restart level must use new editor values. (Re-load, just like it used to?)

Sort the ‘Find object’ list in editor?

One frame of spacciness at start of each level. (sign in wrong place)

Msscreen.cpp switch on GX\_Warnings for a test.

‘local space’ controls in editor

Check buglist

## Editor

Update editor rotate code. And manipulator rendering

Turn manipulator arrows yellow when selected

Anim objects don’t update their position when out of range & you move the manipulator