Task allocation

This is the task allocation table for the group T. Members are Kommuang Pattanametheekul and Noel Martin.

**Please note:**

* The following work mentioned was started by the assigned member, but the **secondary member has also pitched in**.
* Documentation
* Conducting QA
* Conducting bug reports
* Version control **did not** work accordingly due to issues with GitHub from both sides. Hence, a new repo was required to make a fresh start and the branching of the new workflow would show irregularities in the task allocation. **Please bear in mind** that the new repo has commits that were simply copied on from the old repository, which was subsequently deleted. For example, the commits would show member, Noel Martin, to have done most script implementation, but once again, **please note** that this is **not** the case and the member, Kommuang Pattanametheekul has done tasks allocated to him as much as Noel Martin has. The reason for this disclaimer is that neither member should be marked unfairly due to conflicting contributions in the project git repository.

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| --- | --- | --- | --- | --- | --- |
| Task | Assigned Member | Description of Task | Workload(Difficulty)  (1 =easy, 5 = hard) | Tester | Completion date |
| Set up repository | *Noel Martin* | Create a repository on GitHub and add teammate | 1 | *Kommuang Pattanametheekul* | 25/ 10/ 20 |
| Create unity project | *Noel Martin* | Create a unity project in the main branch of the repo (with gitignore) | 1 | *Kommuang Pattanametheekul* | 25/ 10/ 20 |
| Implement car physics | *Noel Martin* | Implement the Car drive component | 3 | *Kommuang Pattanametheekul* | 28/ 10/ 20 |
| Implement Terrain | *Noel Martin* | Implement the terrain environment | 2 | *Kommuang Pattanametheekul* | 25/ 10/ 20 |
| Implement Checkpoints | *Noel Martin* | Implement the checkpoints | 4 | *Kommuang Pattanametheekul* | 7/ 11/ 20 |
| Implement Player Health | *Kommuang Pattanametheekul* | Implement the health script |  | *Noel Martin* | 2/ 11/ 20 |
| Implement Camera Control | *Kommuang Pattanametheekul* | Adjust the camera to follow the car during drive |  | *Noel Martin* | 28/ 10/ 20 |
| Implement UI and Game Manager | *Kommuang Pattanametheekul* | Implement UI and Game Managers | 5 | *Noel Martin* | 3/ 11/ 20 |
| Implement Analytics section A & C | *Noel Martin* | Import AnalyticEvents.GameStart and .CustomEvent | 2 | *Kommuang Pattanametheekul* | 8/ 11/ 20 |
| Implement Analytics section B & D | *Kommuang Pattanametheekul* | Import AnalyticEvents.GameOver and .CustomEvent | 2 | *Noel Martin* | 7/ 11/ 20 |
| Code Architecture document | *Noel Martin* | Draw up ER diagram for the game | 3 | *Kommuang Pattanametheekul* | 8/ 11/ 20 |
| QA plan spreadsheet | *Kommuang Pattanametheekul* | QA plan | 3 | *Noel Martin* | 8/ 11/ 20 |
| Bug report spreadsheet | *Kommuang Pattanametheekul* | Bug Report | 3 | *Noel Martin* | 8/ 11/ 20 |
| Task Allocation document | *Kommuang Pattanametheekul* | Task allocation | 1 | *Noel Martin* | 8/ 11/ 20 |