Ziele der einzelnen Gruppenmitglieder

Tobi

1. Das Game Design fertigstellen & dokumentieren

2. Grundgerüst der Story ausarbeiten

3. Level 1 designen

Lou

1. Die Voodoo Puppe Modellieren, Texturieren und baken
2. In Substance Painter Texturen der wichtigsten Meshes anfertigen
3. Eine Artbibel und eine Assetliste anfertigen

Sonja

1. Erstellen eines Product-Backlogs in Hansoft
2. Einführung des Teams in Hansoft
3. Erstellen der Gate 1 Präsentation

Michelle

1. 3D Modelle der wichtigste Environment Assets erstellen

2. 3D Modell Fetisch (High & Low Poly) erstellen

3. Konzept Fetisch erstellen

Jesse

My personal goals for gate 1 were learning how to create objects that are more low poly than what I’m used to and making sure they work within the limits we set. Learning to work within a different style that I’m used to was also something I felt was beneficial to learn, as I usually go for more realistic environments.

Also, learning to manage which objects need to be made modular and not