

COMP 2160 Assessment 2 – Task Allocation

Student Names:

Earl Brent Paycana & Andrew Thompson

Task	Assigned Member	Description	Workload (1-5)	Tester	Completion
Set up Repository	Brent	Create a repository on GitHub	1	Andrew	26/10/21
Create Unity Project	Brent	Create a Unity Project to work on	1	Andrew	26/10/21
Entity Relationship Diagram	Andrew	Does the ERD documentation	3	Brent	27/10/21
Quality Assurance Plan	Brent	Does the QA Plan documentation	3	Andrew	27/10/21
Quality Assurance	Brent	Does QA testing for features of the game	3	Brent	7/11/21
Code Quality Assurance	Brent	Checks both member's code to ensure it meets requirements.	2	Andrew	7/11/21
Bug History	Brent & Andrew	Adds bugs to the bug history document	2	Brent & Andrew	7/11/21
Physics-based car movement	Andrew	Implements Car movement and physics of car	5	Brent	7/11/21
3D Terrain & Obstacles	Andrew	Implements 3D terrain and obstacles for the car to traverse	4	Brent	6/11/21
Checkpoints	Brent	Adds the checkpoints for the car	4	Andrew	3/11/21
Player Health	Brent	Adds car health	3	Andrew	29/10/21

Camera Control	Andrew	Implements cameral control of the game	4	Brent	5/11/21
User Interface	Brent	Implements User interface (Car health, timer etc.)	3	Andrew	3/11/21
Analytics	Brent	Implements Unity Analytics to record events	4	Andrew	3/11/21