

Completed Tasks (Beta 1)

██████████

Setting up trello

🕒 8 Şub 📌 1 📋 100%

ADNAN

██████████

Creating Jobs & Tasks

🕒 8 Şub 📌 1 📋 100%

██████████

Setting up 1st meeting

🕒 8 Şub 📌 1 📋 100%

██████████

Assigning team members to tasks

🕒 9 Şub 📌 1 📋 100%

██████████

Setting up collective database
platform for team

🕒 9 Şub 📌 1 📋 100% 📅 Feb 12

██████████

Example images for models

🕒 10 Şub 📌 1 📋 100%

📅 Feb 12

██████████

Setting up 2nd meeting

🕒 13 Şub 📌 1

UĞUR

Light Positioning

🕒 14 Şub 📋 2 📋 0%

📅 Feb 14

ADNAN

BARAN

Vehicle Physics

🕒 14 Şub 📋 3

UĞUR

Camera Location

🕒 16 Şub 📋 2 📋 0%

📅 Feb 16

BARAN

Tilt Movement Calibration

🕒 16 ₺sub

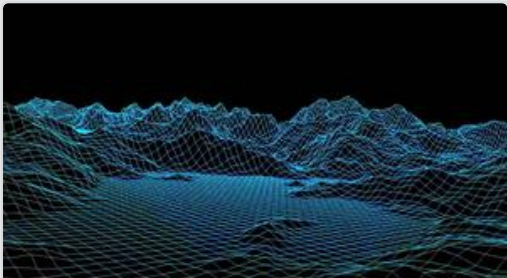
🔗 2

ADNAN

Endless Road Spawn

🕒 16 ₺sub

🔗 2



MEHMET KAAAN

Mountain

🕒 16 ₺sub

☰

🔗 5

BARAN

Useable objects

🕒 16 ₺sub

☰

🔗 2

MEHMET KAAAN

Road Model&Texture

🕒 16 ₺sub

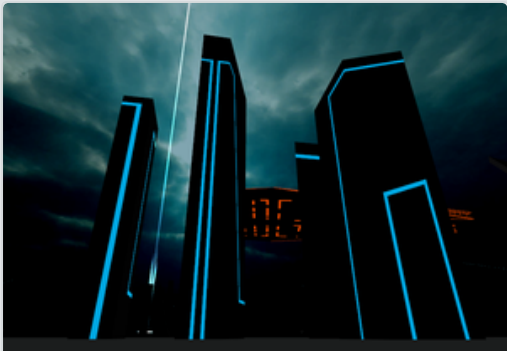
🔗 1

MEHMET KAAAN

Mountain texture for skybox

🕒 16 ₺sub

🔗 1



MEHMET KAAAN

Buildings

🕒 16 ₺sub

☰

🔗 6

ADNAN

Obstacle Spawn

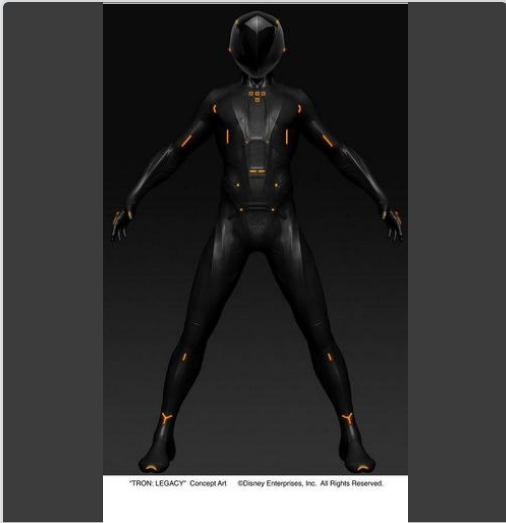
🕒 13 ₺sub

☰

🔗 2

☰ 100%

📅 Feb 13



MEHMET KAAAN

Player&Motorcycle

🕒 18 Şub 📄 13 📁 1/2

BARAN

Flare System

🕒 19 Şub 📄 2

ADNAN

Enemy AI

🕒 20 Şub 📄 2

ADNAN

Portal Spawn

🕒 20 Şub 📄 2

ADNAN

Road Narrowing System

🕒 20 Şub 📄 2

ADNAN

Portal Functions

🕒 20 Şub 📄 2

MEHMET.S UĞUR

User Interface

🕒 20 Şub 📄 3

End of Beta.1 & Beta.2 meeting

🕒 23 Şub 📄 1

Orientation between modellers and developers

🕒 23 Şub 📄 1

[Redacted]

Discuss about other obstacle objects

🕒 23 Şub 🔒 1

ADNAN

Code Merge & End of Beta 1

🕒 23 Şub ☰ 🔒 2

METE

Beta 1 Documentation

🕒 23 Şub ☰ 🔒 2

MEHMET KAAAN

Portal model/texture

🕒 23 Şub 🔒 1

Completed Tasks (Beta 2)

BARAN

Useable Object Spawn

🕒 25 Şub ☰ 🔒 2 📊 0%

UĞUR

Moving Obstacle

🕒 25 Şub ☰ 🔒 2 📊 0%



MEHMET KAAAN

Score object [Model]

🕒 25 Şub ☰ 🔒 5 📊 0%

ADNAN BARAN

Score Object [Code]

🕒 27 Şub 🔒 3 📊 0%

ADNAN

Multiple Level Design

🕒 27 Şub 🔒 2 📊 0%



MEHMET KAAAN

Useable Objects

🕒 25 Şub 📁 9 📊 0%

MEHMET KAAAN

More Skybox pictures&textures

🕒 27 Şub 📁 2 📊 0%



MEHMET KAAAN

Sentry Gun [Model]

🕒 27 Şub 📁 7 📊 0%



MURATHAN

UI desing rework

🕒 27 Şub 📁 8 📊 0%

ADNAN

Camera Rework

🕒 2 Mar 📁 2 📊 0%

MURATHAN MEHMET KAAAN

In Game Fonts

🕒 27 Şub 📁 3 📊 0%

MEHMET KAAAN

Road texture rework

🕒 2 Mar 📁 2 📊 0%

UĞUR

Sentry Gun [Code]

🕒 2 Mar

☰

🔗 2

☰ 0%

BARAN

Spiral Tunnel Feasibility Test

🕒 2 Mar

☰

🔗 2

☰ 0%

ADNAN

Skybox Background Customization

🕒 2 Mar

☰

🔗 2

☰ 0%

MURATHAN

Button background & Score page

🕒 3 Mar

🔗 2

☰ 0%

ADNAN

AI Rework

🕒 4 Mar

☰

🔗 2

☰ 0%

MEHMET.S

UI (In game part)

🕒 4 Mar

☰

🔗 1

ADNAN

Tunnel Model ReIntegration

🕒 11 Mar

☰

🔗 2

☰ 0%

ADNAN

Post-Processing

🕒 11 Mar

🔗 2

☰ 0%

METE

Beta 2 Documentation

🕒 12 Mar

☰

🔗 2

☰ 0%

ADNAN

Post-processing has been removed

☰

🔗 1

☰ 100%

📅 Mar 12

BARAN

Database for score

🕒 21 Mar

☰

🔗 2

☰ 0%

ADNAN

End Of Beta 2.0 (General Integration)

🕒 25 Mar

Completed Tasks (Alpha)

Sound Effects & Musics

🔒 1 📄 0%

Test & Debug reports

🕒 26 Mar 🔒 1 📄 0%

METE

Tutorial

🕒 25 Mar 🔒 1

METE

Progress Observation

🕒 26 Mar 🔒 1 📄 100%

📅 Mar 28

METE

Detailed Documentation

🕒 26 Mar 🔒 1

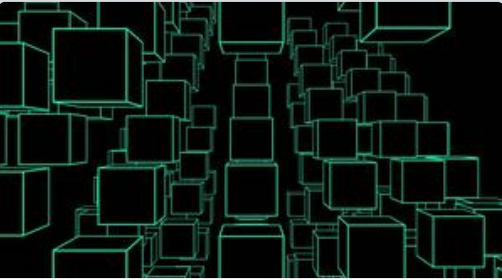
METE

UML Integration and Visualization

🕒 27 Mar 🔒 1 📄 100%

📅 Mar 27

Completed Behind The Schedule



MEHMET KAAAN

Obstacle

🕒 16 Şub 📄 3 🔒

Cancelled

Intro Animation

🔒 1

Multiple Layer


🔒 1

Spiral Tunnel Drive


🔒 1

Risks Have Been Faced


1 Modeller has dropped the project at the beginning

 1


2 Modeller has dropped the project during beta 1

 1

New modeller has came after beta 1 end

 1

IOS implementation

 1

Documentation
[SUCCESFULL]

Model&Assets
[SUCCESFULL]

Back-End.DEV & Unity
[SUCCESFULL]