

STRAIN

Andrew G: Project lead, programmer

- Overall game concept
- Design document
- Technical documentation
- Project management
- Quality control
- User experience testing
- Chromosome and virus strain design
- Infection and virus effect mechanics
- Day/night cycle
- Model import and testing

Iain: Lead programmer

- Player character and controls
- Guns and shooting mechanic
- Dash/dodge roll mechanic
- Zombie pathing
- Human pathing
- NPC Chase and flee
- Weapon and ammo pickups
- Random loot spawn
- User interface
- Sounds and music
- Screen shake and other effects
- Bug fixing
- Technical documentation

Andrew B: Art lead

- Art Bible (Concepts, Moodboards, References, Colour Palette)
- Particles (Blood Spurt, Fire, Muzzle Flash)
- 3 House models
- Environment placement (Houses, Fences, Roads, StreetLights)
- Roads
- Gun Blockouts (Rifle, Pistol, Shotgun)
- Ammo Pickups (Rifle, Pistol, Shotgun)
- Tiling Grass
- Paling Fence
- UI Icons (not yet implemented)

Alvin: Artist

- The Strength Zombie
 - Model
 - Texture
 - Animation
- Normal Zombie
 - Model
 - Texture
 - Animation

Stephen: Artist

- Street Light (Model)