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| **Task** | **Allocated completion time** | **Actual completion time** | **Allocated to (the name of the group member)** | **Comments** |
| Collision Detection | 1 week | On Going | Bryce Standley | Simple system in place, More complex system is work in progress |
| Bounding Boxes | 1 day | On Going | Bryce Standley | Created but still being debugged and developed |
| Exit Screen | 3 hours | 1 day | Bryce Standley / Chris Logan | Created and rendering |
| Renderer | 3 Weeks | 3 Weeks | Chris Logan / Bryce Standley / Dylan Blereau | Rendering for all objects in a scene |
| Game Input | 3 hours | 2 hours | Chris Logan / Bryce Standley | Per engine update and event driven input |
| Scene Management | 1 Week | 4 days | Chris Logan | Management for scene and its objects |
| Window Management | 5 days | 5 days | Chris Logan | Management of the application object |
| Graphics facade | 1 day | 1 day | Chris Logan | Façade of graphics API (OpenGL) |
| Terrain | 1 week | 1 week | Dylan Blereau / Bryce Standley | Generation and texturing of terrain though heightmaps |
| Camera | 2 hours | 2 hours | Dylan Blereau | Camera system controlled though game input |
| Skybox | 2 hours | 2 hours | Dylan Blereau | Skybox within a scene |
| Mesh/Model Import/Rendering | 4 days | 7 days | Dylan Blereau / Chris Logan | Assimp mesh loading and rendering |
| Debugging | 2 hours | 2 hours | Bryce Standley | Debugging tools |
| Game Objects | 1 day | 1 day | Chris Logan | Base object within a world |
| Game Asset Factory | 2 hours | 2 hours | Chris Logan | Creator of game objects and other assets |
| Lua Scripting | 3 hours | 4 hours | Dylan Blereau | Ability to script game elements in lua |
| Texture Loading | 2 hours | 2 hours | Dylan Blereau | Loading terrain and other textures |
| Player Management | 2 days | 2 days | Chris Logan / Bryce Standley | Management of the player and player movement |
| Game Assets | 2 days | 1.5 days | Bryce Standley | Creation/Collection of assets used within the game |
| Documentation | 3 days | 3days | Dylan Blereau / Chris Logan /Bryce Standley | All related documents |
| Testing | 2 days | 2 days | Chris Logan | Testing of particular game and engine systems |
| Shaders | 2 days | 1 day | Bryce Standley / Dylan Blereau / Chris Logan | Different vertex and fragment shaders for each type of object in the game world |
| Engine Design Planning | 1 week | 1 week | Chris Logan | Planning the overall structure of the engine |