# First Presentation Outline

## Presentation of the project :

- Presentation of the group

- Description of our project

- Informations about the Book of Specifications

## Presentation of the tasks' organization :

- Explanation of the Task distribution

- Explanation of the Task planning/progression

## Detailed tasks information & presentation of the game :

- Organization of a GitHub repository (Pierrick)

- Multi-player implementation(Ziane)

- Prefabs of simple blocks (Pierrick)

- Camera (Alexandre)

- Character implementation (Ziane)

- Menu & scenes' link creation (Cloé)

- Vision's change linked to the player (Ziane)

- Signals (Alexandre)

- Movable blocks (Cloé)

- Music (Pierrick)

- Teleportation (Cloé)

- Research for the automatization of the map creation (Alexandre)

- Particles (Ziane)

- LaTeX & Website (Pierrick)

## Conclusion :

- Remainder of what is done

- Remainder of what is to be done

Thank you for your attention!

*CAPZ*
*PEnuts*