Themeneinreichung - Abschlussarbeit - 2023

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| **** 3D-Entwicklung | | |  | | Nachname: Herberich | | |  |
| ****  CrossMediaDesign | | |  | | Vorname: Sandro | | |  |
| **** Informatik | | |  | | Gruppe: GME21.1 | | |  |
|  | | |  | |  | | |  |
| Gewähltes Rahmenthema (Nr. + Bezeichnung):  Nr.7 First-Person-Shooter (optional VR) | | | | | | | |  |
| Arbeitstitel Ihres Themas: Project: “Shadow Tag“ | | | | | | | |  |
|  | Nr. | Aufgabe | | Anfang | | Ende | Dauer in Tagen | |
|  | 1. | Ideenfingung | | 01.03.2023 | | 02.03.2023 | 2 | |
|  | 2. | Grobkonzept | | 01.03.2023 | | 03.03.2023 | 3 | |
|  | 3. | Unity Projekt erstellen | | 02.03.2023 | | 02.03.2023 | 1 | |
|  | 4. | Neues Input System einbinden / Player Controuler bauen | | 02.03.2023 | | 02.03.2023 | 1 | |
|  | 5. | Erstellung der Labyrinth Bauteile und Maps | | 02.03.2023 | |  |  | |
|  | 6. | Erstellung UI | |  | |  |  | |
|  | 7. | Erstellung der Gun / GunManager Scripte | |  | |  |  | |
|  | 8. | Erstellung Ghost Station | |  | |  |  | |
|  | 9. | Bau des Hubs | |  | |  |  | |
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