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 | | 02.03.2023 | | 02.03.2023 | 1 | |
| 5. | Test Scene bauen | |  | |  |  | |
| 6. | Unity ProBuilder einbinden | |  | |  |  | |
| 7. | Erstellung der Labyrinth Bauteile | |  | |  |  | |
| 8. | Erstellung Texturen | |  | |  |  | |
| 9. | Erstellung Gegner / Texturen | |  | |  |  | |
| 10. | Erstellung der Labyrinthe | |  | |  |  | |
| 11. | Erstellung UI | |  | |  |  | |
| 12. | Erstellung der Gun / GunManager Scripte | |  | |  |  | |
| 13. | Erstellung Ghost Station | |  | |  |  | |
| 14. | Einbindung Sounds | |  | |  |  | |
| 15. | Erstellung weiterer Labyrinthe | |  | |  |  | |
| 16. | Erstellung weiterer Assets | |  | |  |  | |
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