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| --- | --- | --- | --- | --- | --- |
| Implementation Plan: Assignments Subject to change | | | | | |
|  | Task | Assigned To: | Tested By: | Completion Status | Comments­­­ |
| **1.0** | **Art** | **Group** | **Group** |  |  |
| 1.1 | Art Research | Alec Olsen | Mason Halliday |  |  |
| 1.2.1 | Character Art | Alec Olsen | Mason Halliday |  |  |
| 1.2.2 | Level Art | Mason Halliday | Alec Olsen |  |  |
| 1.3 | Collect Textures | Mason Halliday | Alec Olsen |  |  |
| 1.4 | Art Implementation | Alec Olsen | Mason Halliday |  |  |
| **2.0** | **Sound** | **Group** | **Group** |  |  |
| 2.1 | Sound Research | Mason Halliday | Alec Olsen |  |  |
| 2.2 | Sound Recording | Mason Halliday | Alec Olsen |  |  |
| 2.3 | Sound Editing | Richard Kubik | Mason Halliday |  |  |
| 2.4 | Sound Implementation | Mason Halliday | Richard Kubik |  |  |
| **3.0** | **Animations** | **Group** | **Group** |  |  |
| **4.0** | **Programming** | **Group** | **Group** | **No** |  |
| 4.1 | Engine Research | Richard Kubik | Richard Kubik | Yes | Research on Game Engine |
| 4.2 | Scripting | Group | Group | No |  |
| 4.2.1 | Character Scripts | Richard Kubik | Michael Makoid | Partial | No Power Ups |
| 4.2.2 | Sound Scripts | Michael Makoid | Richard Kubik | No |  |
| 4.2.3 | Enemy AI | Richard Kubik | Michael Makoid | No |  |
| 4.2.4 | Menu Scripts | Michael Makoid | Richard Kubik | Partial | Structure is there, implementation is not |
| **5.0** | **Level Design** | **Group** | **Group** |  |  |
| 5.1 | Level Outline | Alec Olsen | Mason Halliday | Partial | Preliminary sketches done |
| 5.2 | Level Sketches | Alec Olsen | Mason Halliday | No |  |
| 5.3 | Level implementation | Michael Makoid | All except Michael | No |  |

Implementation plan: Based on the Work Breakdown Structure, subject to change at any time