



Kanban board

Kanban boards are helpful for showing items in a database moving through stages of a process.

1. Every card on a Notion board is its own page, where you can add more content. Click on a card to open it.
2. Move cards along the work-in-progress limits with drag-and-drop
3. Customize what properties are visible on a card by clicking ... on the top right of the database > Properties
4. You can remove the engineering vs design grouping by clicking ... on the top right of the database > Sub-group

Aa Name	≡ AI keywords	👤 Assign	📅 Deadline	⚙ Status	👥 Team
📅 <u>Sprint Planning (Milestone 2)</u>	Management	👤 Tom Nguyen	@September 19, 2024	Done	
📅 <u>Milestone 1</u>	Presentation/Demo	👤 Tom Nguyen 👤 Yan Yinan ① Jacob Janowitz 📄 Sajid Muhtasim ② Devon Rogers ② Daniel Barbier ③ Osazee enoma Osayande	@September 19, 2024	Done	
📅 <u>Milestone 2</u>		👤 Tom Nguyen 👤 Yan Yinan ① Jacob Janowitz 📄 Sajid Muhtasim ② Devon Rogers ② Daniel Barbier ③ Osazee enoma Osayande	@October 11, 2024	Done	
📅 <u>Milestone 3</u>		👤 Tom Nguyen 👤 Yan Yinan ① Jacob Janowitz 📄 Sajid Muhtasim ② Devon Rogers ② Daniel Barbier ③ Osazee enoma Osayande	@November 8, 2024	In development	
📅 <u>Vertical Slice (Fall demo)</u>		👤 Tom Nguyen 👤 Yan Yinan ① Jacob Janowitz 📄 Sajid Muhtasim ② Devon Rogers ② Daniel Barbier ③ Osazee enoma Osayande	@November 29, 2024	Not started	
📅 <u>SFX research</u>		👤 Yan Yinan 👤 Tom Nguyen	@September 20, 2024	Done	SFX
📅 <u>Github repo setup</u>		② Daniel Barbier		Done	Progra
📅 <u>Demo tracks</u>		👤 Tom Nguyen ③ Osazee enoma Osayande	@September 27, 2024	Done	Music
📅 <u>2 finalized tracks</u>		👤 Tom Nguyen ③ Osazee enoma Osayande		Not started	Music

Aa Name	≡ AI keywords	👤 Assign	📅 Deadline	⚙ Status	👤 Team
📁 BGM implementation				Not started	Music
📁 Misc. BGM				Not started	Music
📁 Controllable Vehicle (2D)		👤 Daniel Barbier	@September 27, 2024	Done	Progra
📁 Controllable Vehicle (3D)		👤 Daniel Barbier	@September 27, 2024	Done	Progra
📁 Vehicle state transition			@October 11, 2024	Done	Progra
📁 Basic ship model		👤 Devon Rogers 🧑 Yan Yinan	@September 25, 2024	Done	Art
📁 basic level graybox		👤 Devon Rogers 👤 Jacob Janowitz	@October 4, 2024	In development	Art
📁 Ship model adjustments		🧑 Yan Yinan	@October 15, 2024	In development	Art
📁 Ship implementation, rigging		🧑 Yan Yinan 👤 Jacob Janowitz	@October 20, 2024	In development	Art
📁 VFX Framework/placeholders		👤 Daniel Barbier	@October 18, 2024	In development	Art
📁 Drill model		👤 Devon Rogers	@October 16, 2024	In development	Art
📁 Menu Art				Not started	Art
📁 Menu UI				Not started	Art
📁 In-game UI				Not started	Art
📁 First track concept art				Not started	Art
📁 First track modelling				Not started	Art
📁 Key track objects				Not started	Art
📁 Ship textures				Not started	Art
📁 Ship details				Not started	Art
📁 Ship animations				Not started	Art
📁 Ship VFX				Not started	Art
📁 Track texturing				Not started	Art
📁 Track VFX				Not started	Art
📁 Track design for vertical slice (concept).		👤 Devon Rogers 👤 Jacob Janowitz 🧑 Tom Nguyen	@September 23, 2024	Done	Design
📁 In-game UI (sketch/concept).		👤 Sajid Muhtasim	@September 23, 2024	Done	Design
📁 Menu UI (sketch/concept).		👤 Sajid Muhtasim	@October 1, 2024	Done	Design
📁 Drifting				In development	Design
📁 Item Ideas/System				In development	Design
📁 Control layout					Design

Aa Name	≡ AI keywords	👤 Assign	📅 Deadline	⚙ Status	👤 Team
				In development	
📁 Ship form differences				In development	Design
📁 Item discussion		🕒 Jacob Janowitz🕒 Devon Rogers 👤 Tom Nguyen	@October 14, 2024	Done	Design
📁 Selection menu sketches		📄 Sajid Muhtasim	@October 15, 2024	Done	Design
📁 UI Asset List & concepting		📄 Sajid Muhtasim	@October 18, 2024	Done	Design
📁 General track obstacles/objects				Not started	Design
📁 Track-specific objects				Not started	Design
📁 Shortcut design				Not started	Design
📁 Respawning				Not started	Design
📁 Drifting		🕒 Daniel Barbier	@October 15, 2024	In development	Progra
📁 Vehicle physics/stats framework				In development	Progra
📁 Item system framework				In development	Progra
📁 In-game UI		📄 Sajid Muhtasim	@October 7, 2024	Done	Progra
📁 Fmod?		👤 Tom Nguyen🕒 Daniel Barbier	@September 27, 2024	Done	Progra
📁 Skeleton Menu (working-incomplete)				Not started	Progra
📁 Key track objects				Not started	Progra
📁 First track objects				Not started	Progra
📁 Gamestate trackers				Not started	Progra
📁 Menu UI				Not started	Progra
📁 Respawning				Not started	Progra
📁 Track creation tool				Not started	Progra
📁 Basic vehicle SFX		👤 Tom Nguyen👤 Yan Yinan		In development	SFX
📁 FMOD Placeholder events		👤 Tom Nguyen	@October 15, 2024	In development	SFX
📁 Menu SFX				Not started	SFX
📁 First track SFX				Not started	SFX
📁 UI/Menu SFX				Not started	SFX
📁 SFX Implementations				Not started	SFX
📁 Ambient SFX				Not started	SFX
📁 Item SFX				Not started	SFX

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📄 <u>Menu variant</u>		🕒 Osazee enoma Osayande	@October 15, 2024	In development	Music
📄 <u>Track BGM demo (for vertical slice).</u>		👤 Tom Nguyen 🕒 Osazee enoma Osayande	@October 17, 2024	In development	Music
📄 <u>BGM demo</u>		👤 Tom Nguyen	@October 16, 2024	In development	Music