

Project-Specific Tasks

1. **Research** game engines that best fit the technical and creative requirements of the project. *(Assigned to Dylan)*
2. **Investigate** the selected game engine's documentation, tutorials, and community resources to build foundational knowledge. *(Assigned to Dylan)*
3. **Research** traditional game development principles, including level design, player feedback loops, and progression systems. *(Assigned to Dylan)*
4. **Design** the initial game concept and narrative script, including core mechanics and player objectives. *(Assigned to Dylan)*
5. **Document** early design decisions, noting what worked well and what needs improvement. *(Assigned to Dylan)*
6. **Design** visual assets such as character models, environment elements, and UI components. *(Assigned to Dylan)*
7. **Design** audio assets including background music, sound effects, and voice cues. *(Assigned to Dylan)*
8. **Test** early gameplay attributes such as movement, combat mechanics, and camera control. *(Assigned to Dylan)*
9. **Refine** gameplay attributes based on initial testing feedback and performance metrics. *(Assigned to Dylan)*
10. **Validate** single-player experience through one-on-one playtesting and user feedback. *(Assigned to Dylan)*
11. **Research** multiplayer frameworks and networking capabilities compatible with the chosen engine. *(Assigned to Dylan)*
12. **Develop** core multiplayer functionality including session management, player synchronization, and matchmaking. *(Assigned to Dylan)*
13. **Test** multiplayer features with multiple users to identify latency issues, bugs, and usability concerns. *(Assigned to Dylan)*
14. **Refine** multiplayer systems based on test results and user feedback. *(Assigned to Dylan)*
15. **Document** multiplayer implementation details and known limitations for future development. *(Assigned to Dylan)*