

Key Responsibilities by Team Member

Toby

- Mesh collision
- Track Physics
- 'Sticking' to the track
- Local gravity
- Wall collision
- Player Animations
- Player Movement
- Respawn
- Gliding
- Turning
- Drifting
- AI

Matt

- Blender Plugin
- ThICC Toolkit (asset pipeline)
- SDKMesh Loader (SDKMeshGO3D.cpp/h)
- PBR/HDR/IBL Support
- Scene Manager (SceneManager.cpp/h)
- Debug Console
- Keybind Manager (KeybindManager.cpp/h)
- Skyboxes (Skybox.cpp/h)
- Localisation Manager (LocalisationManager.cpp/h)
- Vanilla Machine / Arcade Machine
- Main Menu (MenuScene.cpp/h)
- Asset Management (GameFilepaths.h)
- Pipeline Documentation

Evan

- OBB collision detection and response
- Generating an oriented bounding box
- PhysModel collision detection
- PhyModel collision response
- Item collision detection
- Item collision response
- In-game items
- Item implementations
- Player item usage
- Item pooling

Lewis

- Sounds /Audio Manager
- Camera System
- Split Screen
- Attract State
- Character / Vehicle Menu
- Race Manager
- In Game UI
- Waypoints (with Toby)

Jack

- Helped create Scene Manager
- GDD
- TDD
- Added initial gamepad functionality