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