Task allocation

Fill out the task allocation table for your project below. Tasks can include anything that is relevant to completing the assignment, including:

* Designing the code architecture
* Developing code for specific features
* Conducting QA
* Writing documentation
* Managing version control

Some examples have been given.

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| Task | Assigned Member | Description of Task | Workload(Difficulty)  (1 =easy, 5 = hard) | Tester | Completion date |
| Set up repository | *Team member A*  *Martin Cai* | Create a repository on GitHub and add teammate | 1 | *Team member B Randle Pete Valerio* | 31/10/2021 |
| Create unity project | *Team member A*  *Martin Cai* | Create a unity project in the main branch of the repo (with gitignore) | 1 | *Team member B Randle Pete Valerio* | 02/11/2021 |
| Implement car physics | *Team member A*  *Martin Cai* | Implement the Car drive component | 3 | Team member A  Martin Cai  Team member B  Randle Pete Valerio | 03/11/2021 |
| Implement terrain & obstacles | *Team member B Randle Pete Valerio* | Implement the terrain & obstacles for the player to collide with | 3 | Team member A  Martin Cai  Team member B  Randle Pete Valerio | 5/11/2021 |
| Implement checkpoints | *Team member A*  *Martin Cai* | Implement the checkpoint system | 2 | Team member A  Martin Cai  Team member B  Randle Pete Valerio | 05/11/2021 |
| Implement Player Health | *Team member B Randle Pete Valerio* | Implement player’s health to interact with the terrain & obstacles | 4 | Team member A  Martin Cai  Team member B  Randle Pete Valerio | 6/11/2021 |
| Implement camera controls | *Team member A*  *Martin Cai* | Implement the camera to follow the car | 4 | Team member A  Martin Cai  Team member B  Randle Pete Valerio | 06/11/2021 |
| Implement User Interface | *Team member B Randle Pete Valerio* | Implement the User Interface to show the different game information such as car’s health, time, etc | 4 | Team member A  Martin Cai  Team member B  Randle Pete Valerio | 7/11/2021 |
| Implement Analytics | *Team member A*  *Martin Cai*  *Team member B*  *Randle Pete Valerio* | Implement the Unity Analytics to record a variety of events in the game. | 1 | Team member A  Martin Cai  Team member B  Randle Pete Valerio | 06/11/2021 |
| Design the Code Architecture | *Team member A*  *Martin Cai*  *Team member B*  *Randle Pete Valerio* | Create an Entity Relationship Diagram | 3 | Team member A  Martin Cai  Team member B  Randle Pete Valerio | 07/11/21 |
| Conduct Quality Assurance | *Team member A*  *Martin Cai*  *Team member B*  *Randle Pete Valerio* | Created and tested the QA plan | 2 | Team member A  Martin Cai  Team member B  Randle Pete Valerio | 07/11/21 |
| Write Bug History | *Team member A*  *Martin Cai*  *Team member B*  *Randle Pete Valerio* | Write and test the bugs encountered. | 3 | Team member A  Martin Cai  Team member B  Randle Pete Valerio | 07/11/21 |