

Week 2 Task Matrix

What we completed in Week 2:

Hello, World –

Introduced ourselves, our backgrounds of where we came from and what languages we know.

Extra Credit Considerations –

Decided on doing the YouTube Video together as group.

Project Plan Overview, Marc's description –

Went over the project plan and our vision for the game. Whether or not to have pedestrians, NPC, whether or not the vehicles would be AI's. Reactive compass that tells where user should travel.

Feedback, additional feature ideas –

Pedestrians with side quests.

Dogs that attack the user and vehicle.

Comments/Questions/Cool Stories –

None.

Finish Project Plan text –

To be completed and submitted to group for reference.

What we want to complete in Week 3:

Collect Assets and Sprites

Work on Movement Controls

Work on Idle movements?

Vehicle interactions vs. user interactions (not considering animations)

Level-Design and Tutorials

WEEK	FAIZ	HERMIE	MARC	MICHAEL
3	Vehicle Movement/Controls	Entity Stubs for NPC's, background objects, idle animations	Level Layout, 1 st Iteration Assets, On- foot/Vehicle Entity Stubs	On-foot Movement/Controls
4 (PROTOTYPE)				
5				
6				
7 (MINIMUM DELIVERABLES)				
8				
9				
10 (PROJECT COMPLETION)				

Green Text: Completed task on time.

Red Text: Incomplete or removed Task, may need to be re-assigned.