|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Week | faiz | hermie | marc | michael |
| 3 | Vehicle Movement/Controls | Entity Stubs for NPC’s, background objects, idle animations | Level Layout, 1st Iteration Assets, On-foot/Vehicle Entity Stubs | On-foot Movement/Controls |
| 4 (prototype) | Controls, physics | Map layout, NPC animation | Background asset, crop NPC assets, NPC stubs | On-foot controls, enter/exit vehicle |
| 5 | Collision Helper Class, Goal Marker Stubs | HUD, goal arrows(?) | Map Panning, Car Physics | Vehicle/Pedestrian AI |
| 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.