**1**

**PROGRAMMING**

Code camera position

Code basic movement

Basic HUD layout

**3D MODELING**

Terrain for the initial level

Begin work on boat mesh

Skybox development

**2**

**PROGRAMMING**

Add water to terrain mesh

Add skybox to the level

Work on HP and Fuel

**3D MODELING**

Begin working on Weapon meshes

Weapons need to be rigged as well

**3**

**PROGRAMMING**

Work on Crate Collection system

Work on weapon attach system

(Including interface for it)

**3D MODELING**

Begin working on level assets

Assist in level development

**4**

**PROGRAMMING**

Work on Weapon Attack system

Work on HUD and Unlock System

Work on Weaving interface

**3D MODELING**

Continue working on level assets

Continue assisting in level development

**5**

**PROGRAMMING**

Winning System, Points System

Explosion of boat if destroyed

End of Match screen

**3D MODELING**

Continue working on level assets

Continue assisting in level development

**6**

**PROGRAMMING**

Work on enemy boat A.I.

Additional Menus, Interfaces

**3D MODELING**

Continue working on level assets

Continue assisting in level development

**LEVEL DESIGN**

Will work with modelers developing Map One

Will contribute to additional Level Development

**CONCEPT ARTIST**

Will work on level layouts in addition to Map One,

Will help develop the HUD and user interface