HOLE PUNCH Timeline

Members:

* Colin Knud-Hansen
* Hillary Murray
* Josh Davis
* Joe Farrell

Tasks to be completed:

* Implement ability to upload and texture 3D meshes (Colin)
* Create assets for player gloves (JOE)
* Make gloves glow (Josh)
* Make gloves fill up with color
* Animate player gloves (JOE)
* Create assets for enemy (JOE)
* Create intelligence for enemy (Colin)
* Add basic camera movement for dodging (Josh)
* Dynamic lighting
* Dynamic shadows
* Bursts of color
* Room rendering (Josh)
* Sound effect recording (Colin)
* Sound implementation (Colin)
* Menus/game states (Josh)
* Design document (Just cause… Josh)

Week 5-7

* Finish making basic 3D assets and display them in the game
* Finish basic mechanics
* Work on color-based visual effects

Week 8-10

* Start recording sound
* Get the camera moving and animations finished
* Finish the color-based effects
* lighting
* basic AI

Week 11-13

* Shadows
* Tweak gameplay
* HUD
* Implement sound effects and music
* Bloom and glow effects finished

Week 14-15

* Game states
* Customizable glove color
* Multiple enemies
* Finishing Touches