Assetlist

**Title Game**

(WIP)

**To-do List**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type | What | Who | Progress | Deadline |
| Code / 3D / Unity / Concept art | Wat moet er gemaakt worden? | Wie werkt er aan? | Not Yet / Started / Busy / Done / Available | Wanneer moet het af? |
| Code | 3rd Person Controller | Justin | Started |  |
| Code | Trash AI | Justin | Not Yet |  |
| Code | Drukpers | Justin | Not Yet |  |
| Code | Varen | Justin | Not Yet |  |
| Code | Water Spot | Justin | Not Yet |  |
| Code | Waterspuit | Justin | Not Yet |  |
| Code | Oil Spawner | Justin | Not Yet |  |
| Code | Score | Justin | Not Yet |  |
| Code | Menu | Justin | Not Yet |  |
| 3D | Steiger | Rienk | Done |  |
| 3D | Oil Spot | Jesse | Busy |  |
| 3D | Player Character | - | Available |  |
| 3D | Vuilniszak | - | Available |  |
| 3D | Afval | - | Available |  |
| 3D | Smurrie | - | Available |  |
| 3D | Waterspuit | - | Available |  |
| 3D | Stofzuiger | - | Available |  |
| 3D | Huis | - | Available |  |
| 3D | Bomen | - | Available |  |
| 2D | Menu/UI | - | Available |  |
| 3D | Environment | - | Available |  |
| Unity | World Building | - | Available |  |
| Unity | Build Maken | Justin | Not Yet |  |