**Tabulated Breakdown**

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| --- | --- | --- | --- |
| Feature | Ryan Garner (21515288) | Luke Foster (21519352) | Lloyd Burton (21516400) |
| Spread Sheet | / | / | / |
| Game Design Document | / | / | / |
| Presentation | / | / | / |
| Background Concept |  |  | / |
| Enemies Concept |  | / |  |
| Background Creation |  |  | / |
| Room Design |  |  | / |
| finish deliverables for CW1 | / | / | / |
| Room Integration |  |  | / |
| Character Concept |  | / |  |
| Program Movement | / |  |  |
| Enemies |  | / |  |
| Character |  | / |  |
| Program First Enemy AI |  | / |  |
| Program Animation for Enemy |  | / |  |
| Movement Animation for Character |  |  | / |
| Movement Animation for Enemy | / |  |  |
| Program Attack | / |  |  |
| Program Enemy Attack |  |  | / |
| Program Health | / |  |  |
| Boss Room |  |  | / |
| Program Pickups | / |  |  |
| Program Ammo Types | / |  |  |
| Program Boss | / |  |  |
| Projectile Design |  | / |  |
| Projectile Creation |  | / |  |
| Boss Concept |  | / |  |
| Projectile Integration | / |  | / |
| Program Animation for Character |  | / |  |
| Boss |  | / |  |
| Projectile Program | / |  |  |
| Ammo Change Creation | / |  |  |
| UI |  |  | / |
| Debug/Testing | / |  |  |
| Main Menu |  |  | / |
| Controls |  |  | / |
| Working Build | / | / | / |

Ryan = 16 features

Luke = 16 features

Lloyd = 16 features