

## **Generelle Aufgabenverteilung:**

### Max Poppicht:

#### Movement

- Dash
- Walljump
- Jump
- Run
- Stamina Point handling

#### Bullet Tracer

- Line Renderer

#### Animation

- All Animations
- Animation Handling

#### Leveldesign

- Arena
- Obstacles

#### Importing of assets

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#### Bearbeitete Klassen

- AEntity
- PlayerEntity

## Tobias Stroedicke:

### Networking

- RPC
- CMD
- List management

### Lobby Management

- Teleportation and Lobby setup

### Round Manager

- Chaser
- Respawnning

### Weapons

- Damage
- Sound

### UI

- General UI
- Option Menu

### Base Player Script

### Importing of Assets

### Crosshair

### Logo

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### Bearbeitete Klassen:

- AEntity
- CameraController
- Chaser
- Colosseum
- ETP
- MynetworkManager
- Pause
- PlayerEntity
- QuitButton
- Rig
- RoundManager
- SpawnPointHandler
- Valkyrie
- AWeapon
  - o AGun
    - WeaponMachineGun
  - o ASword
    - Katana
  - o WeaponDamage
- OptionScripts
  - o CameraInvert
  - o CameraSpeedX
  - o CameraSpeedY

Fremdmaterial:

- Animationen von Mixamo: <https://www.mixamo.com>
  - AutoRig
- Skybox von Unity Asset Store (Free HDR Sky)
- Sand Bodentextur von Asset Store (Sand Brick Texture)
- TagSelector aus dem Internet (<http://www.brechtos.com/tagselectorattribute/>)
- Kamera von Asset Store (Cinemachine)