

# Task allocation –

Student ID	47104392	47160179
Student Name	Vincent Lin	Allan Lee

## Version History

15/10/2022	Created document
29/10/2022	Updated document
05/11/2022	Updated document

Tasks include relevant information to completing the game, including:

- Designing the code architecture
- Developing code for specific features
- Conducting QA
- Writing documentation
- Managing version control

Task	Assigned Member	Take description	Workload(Difficulty) (1 =easy, 5 = hard)	Tester	Completion date
<b>Task allocation</b>	<i>Allan Lee</i> <i>Vincent Lin</i>	Create workloads between Vincent and Allan to accomplish the task2 requirements	1	<i>Allan Lee</i> <i>Vincent Line</i>	15/10/2022
<b>Set up repository</b>	<i>Allan Lee</i> <i>Vincent Lin</i>	Create a repository on GitHub and add a teammate	1	<i>Allan Lee</i>	15/10/2022
<b>Create unity project</b>	<i>Allan Lee</i>	Create a unity project in the main branch of the repo with .gitignore and .gitattributes	1	<i>Allan Lee</i>	15/10/2022
<b>Plan task allocation</b>	<i>Allan Lee</i>	Create a task allocation document	2	<i>Allan Lee</i>	16/10/2022
<b>Set up Google Docs</b>	<i>Allan Lee</i>	Create google docs to edit ER Diagram, QA Plan, task allocation, and bug report	1	<i>Allan Lee</i> <i>Vincent Line</i>	16/10/2022
<b>Set up version control</b>	<i>Allan Lee</i>	Discuss and determine version control	2	<i>Allan Lee</i> <i>Vincent Line</i>	17/10/2022
<b>Design Code architecture</b>	<i>Allan Lee</i>	Decide and create the overall ER framework according to the game specification	2	<i>Allan Lee</i>	17/10/2022
<b>Plan QA and bug history</b>	<i>Allan Lee</i>	Set up QA plan and bug history	2	<i>Allan Lee</i>	18/10/2022

<b>Set up scene</b>	<i>Allan Lee Vincent Lin</i>	Create two separate folders and scenes called Allan Branch and Vincent Branch to implement specific functions	1	<i>Allan Lee Vincent Lin</i>	18/10/2022
<b>Draft quality Assurance Plan</b>	<i>Allan Lee</i>	Draft QA plan according to the game specification	2	<i>Allan Lee</i>	18/10/2022
<b>Set up terrain</b>	<i>Allan Lee</i>	Download and set up terrain	2	<i>Allan Lee</i>	19/10/2022
<b>Set up the world</b>	<i>Allan Lee</i>	Create game world	2	<i>Allan Lee</i>	19/10/2022
<b>Create physics-based player movement script and prototype</b>	<i>Vincent Lin</i>	Prototype 3d player movement that includes jumping	3	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	20/10/2022
<b>Add physical material</b>	<i>Vincent Lin</i>	Create physical material for the base assets	2	<i>Allan Lee</i>	
<b>Add camera control</b>	<i>Allan Lee Vincent Lin</i>	Create and test camera tracking	3	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	20/10/2022
<b>Update QA plan</b>	<i>Allan Lee</i>	Record and implement new discoveries in coding development	2	<i>Allan Lee</i>	23/10/2022
<b>Set up moving-platforms vertical</b>	<i>Vincent Lin</i>	Create a script for a vertical moving platform that moves along their y-axis only—test platform movement	3	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	24/10/2022
<b>Set up moving-platforms horizontal</b>	<i>Vincent Lin</i>	Create a script for a vertical moving platform that moves along their x-axis only—test platform movement	4	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	24/10/2022
<b>Set up trampoline collision</b>	<i>Vincent Lin</i>	Create a trampoline script and test collision	3	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	24/10/2022
<b>Add Checkpoint script and collision detection</b>	<i>Vincent Lin</i>	Create checkpoint script and prefab and test Checkpoint	3	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	26/10/2022
<b>Add Switches and laser</b>	<i>Vincent Lin</i>	Create and test switches-the player collides with a switch, and it will turn on or off an associated laser	3	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	27/10/2022
<b>Update QA plan</b>	<i>Allan Lee</i>	Update new discoveries and implement solutions.	2	<i>Allan Lee</i>	27/10/2022
<b>Design UI</b>	<i>Allan Lee</i>	Design UI that consists of the start panel, following levels, and game over	3	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	28/10/2022

<b>Set up Canvas (button and text)</b>	<i>Allan Lee</i>	Create and test menu layout	3	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	30/10/2022
<b>Set up UI manager</b>	<i>Allan Lee</i>	Create UI manager script that makes checkpoint to succeed game over and loads 3 scenes	4	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	01/11/2022
<b>Refine the layout of game world and design</b>	<i>Allan Lee</i>	Adjust the game world (terrain, player, and obstacles) position to an eye-catching design		<i>Allan Lee</i>	02/11/2022
<b>Generate Analytics</b>	<i>Allan Lee</i>	Create the analytic script and analyse the game's player events (milestones, new levels, Scene transitions).	5	<i>Vincent Lin &amp; Allan Lee (According to the QA plan &amp; bug report)</i>	05/11/2022
<b>Update bug history doc</b>	<i>Allan Lee Vincent Lin</i>	Record and implement new discoveries in coding development	2	<i>Vincent Lin &amp; Allan Lee</i>	05/11/2022
<b>Update ER Diagram</b>	<i>Allan Lee</i>	Improve the ER diagram to produce a well-designed game system	2	<i>Allan Lee</i>	05/11/2022
<b>Recheck all system requirements</b>	<i>Allan Lee Vincent Lin</i>	Final check on all game system requirements to minimise all errors and deliver a quality standard game	3	<i>Vincent Lin &amp; Allan Lee</i>	06/11/2022