**P.S: The Total can be greater than 120, Each Task Is rated out of 10 so you may have *more or less* than 12 tasks shown in the examples. Add or remove rows as necessary and Please Calculate the total. Please verify the totals are correct.**

**Please Clear the first 2 Example tables and replace it with your group members.**

**Team Member: Nick Lemmon**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task(s)** | **Assigned By:**  **(Team Lead)** | **Level of Completion**  **(By Team Lead)** | **Comments** | **Score: Out of 10** |
| Team Lead | Group |  |  | 6/10 |
| Networked Enemy Spawn | Myself | 99% Enemies spawn on server and are replicated | Tested on single PC not multiple | 9/10 |
| Networked Tower placing | Myself | Towers spawn on server and are replicated | Same as above | 9/10 |
| Networked Camera Shop Pawn | Myself | Movement doesn’t sync | Same as above | 8/10 |
| Networked Projectiles | Myself | Tower tested, not gun tested | Same as above | 8/10 |
|  |  |  | **Total:** | **40/50** |

**Team Member: Austin Brant**

|  |  |  |  |  |
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| **Task(s)** | **Assigned By:**  **(Team Lead)** | **Level of Completion**  **(By Team Lead)** | **Comments** | **Score: Out of 10** |
| Built Level Landscape | Austin | Totally done |  | 10/10 |
| Built & Placed Cover Props | Austin | All lanes finished |  | 10/10 |
| Level Lighting | Austin | done |  | 10/10 |
| Placed Weapons and Tower Terminal | Austin | All done but terminal missing camera |  | 10/10 |
| Designed Level Layout | Austin | Done and in the level design doc |  | 10/10 |
|  |  |  | **Total:** | **50 /50** |

**Team Member: Anthony D’Alessandro**

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| **Task(s)** | **Assigned By:**  **(Team Lead)** | **Level of Completion**  **(By Team Lead)** | **Comments** | **Score: Out of 10** |
| Tried Networking Gun | Anthony D | Most player Actions are networked |  | 8/10 |
| Fixed Bug with Enemy Shooting at player | Anthony D | Fully Integrated |  | 9/10 |
| Created Ammo Pickup | Anthony D. | Works 80 percent |  | 9/10 |
|  |  |  | **Total:** | **26 /30** |

**Team Member: Vanessa**

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| --- | --- | --- | --- | --- |
| **Task(s)** | **Assigned By:**  **(Team Lead)** | **Level of Completion**  **(By Team Lead)** | **Comments** | **Score: Out of 10** |
| **Added damage components throughout game:**  Players can damage AI, once HP 0, player dies game over screen appears for now  AI can damage player and generator  Towers can attack only AI  AI cannot friendly fire | Vanessa |  |  | 9/10 |
| Added "Damage Type" to projectile class that can be edited through Blueprints to set a damage type to a gun; Lightning, Gas, etc. | Vanessa |  |  | 9  /10 |
| Added "Enemy Type" to enemy base class so that enemy will receive more or less damage based on the "Damage Type" on the ammo | Vanessa |  |  | 9/10 |
| Added different particle effects to each type of projectile based on type of damage being dealt | Vanessa |  |  | 10 /10 |
| Bug fix:  Fixed Towers so they only target AI, not player too | Vanessa |  |  | 10 /10 |
| Bug fix:  Fixed inventory crash bug;  When trying to switch inventory with no weapons | Vanessa |  |  | 10 /10 |
|  |  |  | **Total:** | **57/60** |

**Team Member: Heidi Joana Alipda**

|  |  |  |  |  |
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| **Task(s)** | **Assigned By:**  **(Team Lead)** | **Level of Completion**  **(By Team Lead)** | **Comments** | **Score: Out of 10** |
| Enemy: Ablative 3  TrashBot | **Heidi Alipda** |  |  | 10/10 |
| Multiplayer Map   * Level | **Heidi Alipda** |  |  | 10/10 |
| Fixed Scope Gun Icon | **Heidi Alipda** |  |  | 2/2 |
| Fixed Ammo Pick-Up | **Heidi Alipda** |  |  | 2/2 |
| Fixed Health Pick-Up | **Heidi Alipda** |  |  | 2/2 |
| Tower: Crane tower | **Heidi Alipda** |  |  | 10/10 |
| Tower: Oil Pump | **Heidi Alipda** |  |  | 10/10 |
| Props/Foliage:  Drum 1 and 2 | **Heidi Alipda** |  |  | 5/5 |
| Props/Foliage:  Half-Pipe,  U-Pipe, S-Pipe | **Heidi Alipda** |  |  | 5/5 |
| Props/Foliage:  Drum Set 1  And Drum Set 2 | **Heidi Alipda** |  |  | 10/10 |
| Enemy: Ablative 2  Wind-Up  (Old Model not added in Alpha 1) | **Heidi Alipda** |  |  | 10/10 |
| Fixed Counter | **Heidi Alipda** |  |  | 2/2 |
|  |  |  | **Total:** | **78/78** |