**Task Delegation**

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| **Task** | **Group Member** | **Reasoning** |
| Basic Engine Creation- Functions and Classes | Dan, Charlie, Sam | All programmers are needed to begin implementation. |
| Enemy AI (all) | Dan | Dan is our specialist AI programmer, having worked with both deterministic and non-deterministic AI in the past. |
| Test Level Creation | Connor | Connor is our level designer, with a wide portfolio of pre-made levels. |
| Mechanics and Movement | Sam | Sam has worked on many games with fine-tuned physics and mechanics and studied physics for 4 years prior to this course. |
| Level Creation 1-5 | Connor | Connor is our level designer. |
| Level Polish 1-5 and VFX | Connor, Paul | Paul is our VFX artist and can improve and polish the level designs made by Connor. It is important that Connor is present for this, as the concept must be considered when making the finished product. |
| Ability Implementation | Dan, Sam | Sam’s history of Physics will help develop jumping and other physics-based mechanics, and dan’s skill as a programmer will assist in making this robust. |
| Attack Implementation | Charlie, Sam | Notifies will be used for the animations, and Charlie’s skill as both an animator and programmer will be vital for the attacks’ hitboxes. |
| Music Creation | Charlie | Charlie has a history making music, and has made tracks for his own game, “Static Void” in the past. |
| SFX and VO | Sam | Sam has done basic voice acting work in the past and can record and effect many different effects for the game. |
| UI Creation | Paul | Paul is an experienced UI designed and has already drafted our basic UI layout. |
| Saving & Loading, Unlock Management | Dan, Sam | Unreal has useful built-in save functions but making sure these are loaded correctly will fall to our programming team. |
| Intro and Level Overviews | Charlie, Paul | Effects and camera movement will be vital for a level overview, meaning Charlie and Paul are fit for this job. |