

Group Name: Placeholder...

Team Members:

- Nathan Yang
- Shrijan Neupane
- Jacob Younan
- Stephon Carter

Title: Turret Frenzy

Task	Task Description	Time Estimate	Date Completed	People Assigned
Create sprites for player	We have to import all related images for the player, create sprites, and import them into the room	4 days	2/17	Shrijan Nathan
Create sprites for enemies	We will import all related images for the enemy (ammo, drops like power ups, create sprites and import them into the room	1 week ( in the same timeline as creating player sprites)	2/18	Shrijan Jacob
Create environment / background	Import and create sprites for the background, background animations, anything that the player might interact with like power up spwans.	2 weeks	2/22	Stephon Jacob Nathan Shrijan
Import into room	Make sure that objects don't run into problems when	2 weeks	3/3	Shrijan Jacob Nathan Stephon

	trying to play the game (part of debugging step also)			
Create 360° directional mouse movement for turret	We will create 360° direction movement for the player controlling the turret	4 days	2/20	Shrijan Nathan Jacob
Finish artwork	We have to finish all the artwork for the game, background, ammo, powerups, mirrors,	2 week (Add/ edit designs / add new objects)	3/11	Stephon Jacob
Add animation to artwork	Add animation to artwork, like effects n movement animation	2 weeks (in the same timeline as finishing artwork)	3/12	Stephon Nathan
Create movement / spawns for enemies	We have to create movement for the enemies; where they move in after every round, and spawn in new enemies when the old ones are destroyed.	1 week	2/27	Jacob Shrijan Nathan Stephon
Creating soundtrack	Make loading screen sound, game player sounds, and effect sounds in FL studio.	1 week	3/4	Shrijan
Playtesting / Fixing bugs / Feedback	Make sure the game is running smoothly with no	3 weeks	3/13-3/14	Jacob Nathan Stephon Shrijan

	bugs, will do this all throughout the project timeline. Receive and implement feedback received by other teams.			
Miscellaneous / groupmates missing meeting times	Just leaving an extra day or two if teammates are missing, sick days, etc.	4 days	N/A	All groups members