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| Name | Task | Description | Workload/Effort Points |
| Isaac | Character Base | Base Class for Character, movement is done here | 1 |
| Isaac | Character Sub | Sub Classes for Character, rendering of sprite and animation is done here | 1 |
| Isaac | Keyboard Inputs | Buttons on the keyboard to be pressed to interact with the game | 1 |
| Isaac | AI Base | the base and subclasses of the AI, rendering of sprite and animation is done here | 7 |
| Isaac | AI pathfinding | A\* AI pathfinding, AI can move to its destination properly, read the map and change accordingly | 9 |
| Isaac | AI Logic | AI logic, Finite state machine and movement updates. AI chase the specific character its suppose to chase when in detection range and return to original position when out of range from it, player and original position alike | 7 |
| Isaac | Health | Class for storing and managing health that each character class contains | 2 |
| Isaac | Points | Singleton Class for storing and managing points | 2 |
| Sherwyn | Map Loading | Loads map for a csv file | 2 |
| Sherwyn | PowerUps | Type include, health recovery, points,in | 5 |
| Kennard | Multiplayer | Uses raknet for multiplayer | 9 |
| Kennard | Physics | A component that gives physics and collision to objectsa | 4 |
| Kennard | LeverDoor | Despawn or respawn a door based on lever state | 8 |
| Kee Yang | All of UI | Overall Ui Design, all of the coding related, such as rendering, alighment, mouse detaching on the buttom | 5 |
| Kee Yang | Ui objects | Rectangle and circular button | 4 |
| Kee Yang | Sprite ,sprite fade class | The sprite class. And a decorator class for fading effect | 5 |
| Kee Yang | Object Creation,factory,builder, and overall management,object manager | Main control point of all object update, collision calls,creation ,addition , deletion,recycling of objects | 8 |
| Kee Yang | Game State and Game State manager | All the states in the game such as Menu,intro,option,. | 7 |
| Kee Yang | Music System | The main control point of all audio related objects. | 5 |
| Kee yang | Image manager | The main control point of management to store and return the TextureImage upon requested. | 5 |
| Kee yang | Framework | The starting of framework for the SP4,which includes others class brought from other modules.  Such as Mouse,Keyboard,LUA ,Game state framework | 6 |
| Kee yang | Spatial partition | A class used to segegrete the world of program for better efficient. | 8 |
| Kee Yang | Intro animation | Intro animation for the program | 3 |
| Kee yang | Frame rate manager | A main object to calculate FPS and deltatime | 3 |
| Kee Yang | Window Manager | A Main object to store information about the window,and calculate essential information such as ratio. | 3 |
| Kee yang | Minor marcos | Small header file to do code definition sentry to allows code versioning,such as preload texture or load as state proceeed. | 1 |
| Everyone | Finding of resource,texture and audio |  | 6 |
| Everyone | Debug and testing playing |  | 6 |