

CHRISTIAN

TASK	EXP TIME	WRK TIME	DONE	COMMENTS / DELIVERABLES
PLAYABLE LEVEL DESIGN	2 hrs			MAP. SEND TO DISCORD. COORDINATE W/ MAG. HAVE TEAM APPROVE.
LIST OF NECESSARY ASSETS	1 hrs			BUY AND MAKE OURSELVES LISTS.
APPROVE MAGGIE'S PROB/SOLUT NARRATIVE	20 mins			APPROVE OR CHANGE (+ TIME IF CHANGE)
LEVEL LAYOUT IN UNITY	5 hrs			How many scenes should there be? 1? 3 we'll piece together?
OTHER LEVEL DESIGNS	3+ hrs			THIS WILL CONTINUE INTO FINAL GAME TASKS AND IS NOT PRIORITY.

MAGGIE

TASK	EXP TIME	WRK TIME	DONE	COMMENTS / DELIVERABLES
PLAYABLE LEVEL DESIGN	2 hrs			W/ CHRISTIAN
SUBAREAS PROBLEM / SOLUTION NARRATIVES	3 hrs			CAN BE MULTIPLE OPTIONS FOR EACH AREA
ASSIST CHRISTIAN / TAKE ON TASKS SO HE CAN CODE?	-			
OTHER LEVEL PROBLEM / SOLUTIONS	4.5+ hrs			THIS WILL CONTINUE INTO FINAL GAME TASKS AND IS NOT PRIORITY.

SCOTT

TASK	EXP TIME	WRK TIME	DONE	COMMENTS / DELIVERABLES
REFINE FOLLOW SCRIPT	3 hrs			THEY SLIDE AROUND AND ALSO KEEP MOVING EVEN WHEN NEAR THE PLAYER
REFINE PLAYER CONTROLS / CAMERA	.5 hr			IT'S A BAD ANGLE , WE NEED TO ADD MOUSE CONTROLS. <i>Also Meaghan started this so.</i>
START COMMAND WHEEL SCRIPT	5 hrs			
FIGURE OUT GUSTIN'S GUARD SCRIPT	3 hrs			

JOHN

TASK	EXP TIME	WRK TIME	DONE	COMMENTS / DELIVERABLES
RESEARCH SCULPTGL TO UNITY	1 hrs			IS IT VIABLE? REPORT BACK.
BEAR MODEL	3 hrs			CONSIDER RESTARTING OR SCULPTGL. CLOSE AS POSSIBLE TO LOGO.
COMPLETE LIST OF ASSETS	5+ hrs			ASSETS.
DESIGN BEAR METER	1 hrs			ASK CHRISTIAN ABOUT DESIGN.

GRANT

TASK	EXP TIME	WRK TIME	DONE	COMMENTS / DELIVERABLES
RESEARCH SCULPTGL TO UNITY	1 hrs			IS IT VIABLE? REPORT BACK.
GUARD MODEL	3 hrs			LIKE THE REFERENCE PHOTO.
COMPLETE LIST OF ASSETS	5+ hrs			ASSETS.
DESIGN COMMAND WHEEL	1 hrs			ASK CHRISTIAN ABOUT DESIGN.

GET NEW PROJECT READY AT HOME

1. Download Github desktop
2. Download Unity
3. Download Maya (if you can, if you can't let me know)
 - a. Maya will give you a student license and send you an email with the serial number to enter after installing
4. Accept the project here: <https://classroom.github.com/g/4jDvpmYW>
 - a. Clone to desktop
 - b. In desktop, Branch > New Branch - *name it just your name*

KEEP IN MIND WHEN WORKING

1. ***Make sure current branch in Github desktop says your branch before you commit and push***
2. Mr. Gustin only knows we're working when we commit so add stuff and commit it even if you're just making maps or story documents (there is a story folder)
3. ***Only name your commits something that tells us what is in the commit, no nonsense commit names.*** If the name doesn't get all you did across, add a message.
4. ***Everyone has an individual scene*** in the folder to work on, only work on your scene
5. If you need to test something on an official scene or someone else's, copy it into the test scene folder and rename it so we know what is being tested and what scene it is
6. Please let me know when you finish something
7. We may have to use basic shapes, not models, for the files for now because Maya files only show up with Maya downloaded