



# Tasks

Aa Name	Person	Projects	Status	Date
<a href="#">Checking Task Week 1</a>	(M) Mishal Ahmed		Done	@18/07/2023
<a href="#">Setting up Multiplayer Functionality</a>	(T) Tom	📶 <a href="#">Multiplayer</a>	Done	@20/07/2023 → 23/07/2023
<a href="#">Testing Multiplayer</a>	(T) Tom (J) Jack (M) Mishal Ahmed	📶 <a href="#">Multiplayer</a>	Done	@24/07/2023
<a href="#">Checking Task Week 2</a>	(M) Mishal Ahmed		Done	@25/07/2023
<a href="#">Asset List</a>	(A) Andrew 🧑🏻 Louis	🖋️ <a href="#">Concepts</a>	Done	@25/07/2023
<a href="#">Shader Testing</a>	(T) Tom	↔️ <a href="#">Code</a>	Done	@25/07/2023 → 29/07/2023
<a href="#">Character Concept Art (Character)</a>	(A) Andrew	🖋️ <a href="#">Concepts</a>	Done	@25/07/2023 → 03/08/2023
<a href="#">Level Greybox Test</a>	(A) Andrew 🧑🏻 Louis	🛠️ <a href="#">Level Design</a>	Done	@26/07/2023 → 27/07/2023
<a href="#">Basic Modelling</a>	(A) Andrew (J) Jack	📦 <a href="#">3D Modelling(Environment)</a>	Done	@27/07/2023 → 03/08/2023
<a href="#">Art Moodboard</a>	(M) Mishal Ahmed (A) Andrew	📦 <a href="#">3D Modelling(Environment)</a>	Done	@28/07/2023 → 05/08/2023
<a href="#">Movement Code</a>	(M) Mishal Ahmed	↔️ <a href="#">Code</a>	Done	@29/07/2023 → 01/08/2023
<a href="#">Lobby</a>		📶 <a href="#">Multiplayer</a>	Done	@30/07/2023
<a href="#">Main Menu</a>	(T) Tom	↔️ <a href="#">Code</a>	Done	@30/07/2023
<a href="#">Countdown</a>	(T) Tom	↔️ <a href="#">Code</a>	Done	@31/07/2023
<a href="#">Pitch Video &amp; Production Plan</a>	(M) Mishal Ahmed (T) Tom (A) Andrew (J) Jack 🧑🏻 Louis		Done	@31/07/2023 → 02/08/2023
<a href="#">Checking Task Week 3</a>	(M) Mishal Ahmed		Done	@01/08/2023
<a href="#">Game End</a>	(T) Tom	↔️ <a href="#">Code</a>	Done	@01/08/2023
<a href="#">Timer</a>	(T) Tom	↔️ <a href="#">Code</a>	Done	@01/08/2023
<a href="#">Concept Art for Env</a>	(A) Andrew	🖋️ <a href="#">Concepts</a>	Done	@03/08/2023
<a href="#">Advanced Movement Code</a>	(M) Mishal Ahmed	↔️ <a href="#">Code</a>	Done	@03/08/2023 → 08/08/2023
<a href="#">Final Layout (Ground Floor)</a>	🧑🏻 Louis	🛠️ <a href="#">Level Design</a>	Done	@03/08/2023 → 08/08/2023

Aa Name	👤 Person	📁 Projects	🔍 Status	📅 Date
<u>Cop 3D Model (High Poly)</u>	👤 Jack	📁 3D Modelling(Character).	Done	@03/08/2023
<u>Robber 3D Model (High Poly)</u>	👤 Jack	📁 3D Modelling(Character).	Done	@04/08/2023
<u>Setup New Player Code</u>	👤 Tom	📁 Multiplayer	Done	@05/08/2023 → 13/08/2023
<u>Checking Animation Rigs (Robber)</u>	👤 Louis	▶ Animation(Rough).	Done	@05/08/2023
<u>Checking Task Week 4</u>	👤 Mishal Ahmed		Done	@08/08/2023
<u>Round System (Base).</u>	👤 Tom	↔️ Code	Done	@10/08/2023
<u>Research Level</u>	👤 Mishal Ahmed	📁 Level Design	Done	@13/08/2023 → 16/08/2023
<u>Dash Movement</u>	👤 Mishal Ahmed	↔️ Code	Done	@15/08/2023 → 16/08/2023
<u>Shader Research</u>	👤 Mishal Ahmed	↔️ Code	Done	@17/08/2023
<u>Round System (Add).</u>	👤 Tom	↔️ Code	Done	@19/08/2023
<u>Roles System</u>	👤 Tom	↔️ Code	Done	@19/08/2023 → 26/08/2023
<u>Robber 3D Model (Low Poly)</u>	👤 Jack	📁 3D Modelling(Character).	Done	@23/08/2023
<u>Point System</u>	👤 Tom	↔️ Code	Done	@26/08/2023 → 29/08/2023
<u>Cop 3D Model (Low Poly)</u>	👤 Jack	📁 3D Modelling(Character).	Done	@26/08/2023
<u>Skybox</u>	👤 Mishal Ahmed	📁 VFX	Done	@30/08/2023
<u>Ready System</u>		📁 Multiplayer	Done	@30/08/2023
<u>Pre Mid Playtest 1</u>	👤 Mishal Ahmed 👤 Tom 👤 Andrew 👤 Jack 👤 Louis	📁 Playtests	Done	@30/08/2023
<u>Pre Mid Playtest 2</u>	👤 Mishal Ahmed 👤 Tom 👤 Andrew 👤 Jack 👤 Louis	📁 Playtests	Done	@31/08/2023
<u>Toon Shader</u>	👤 Mishal Ahmed	📁 VFX	Done	@01/09/2023
<u>Pre Mid Playtest 3</u>	👤 Mishal Ahmed 👤 Tom 👤 Andrew 👤 Jack 👤 Louis	📁 Playtests	Done	@01/09/2023
<u>Game UI</u>	👤 Andrew	📁 UI	Done	@01/09/2023
<u>Abilities UI</u>	👤 Andrew	📁 UI	Done	@01/09/2023
<u>Dog Walk</u>	👤 Louis	▶ Animation (Final).	Done	@03/09/2023

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<u>Dog Gun</u>	👤 Louis	▶ <u>Animation(Rough)</u> , ▶ <u>Animation (Final)</u> , 📦 <u>3D</u> <u>Modelling(Environment)</u>	Done	@03/09/2023
<u>Dog Crouch</u>	👤 Louis	▶ <u>Animation(Rough)</u> , ▶ <u>Animation (Final)</u>	Done	@04/09/2023
<u>Dog Jump</u>	👤 Louis	▶ <u>Animation(Rough)</u> , ▶ <u>Animation (Final)</u>	Done	@04/09/2023
<u>Main Menu</u> <u>Return</u>		📶 <u>Multiplayer</u>	Done	@05/09/2023
<u>Dog Walk</u>	👤 Louis	▶ <u>Animation(Rough)</u> , ▶ <u>Animation (Final)</u>	Done	@05/09/2023
<u>Flashlight</u> <u>Ability</u>	👤 Mishal Ahmed	🔗 <u>Code</u>	Done	@06/09/2023
<u>Midterm</u> <u>Milestone &amp;</u> <u>Playtest</u> <u>Reports</u>	👤 Mishal Ahmed 🗣️ Tom 🗣️ Andrew 🗣️ Jack 👤 Louis	📌 <u>Midterm Milestone</u>	Done	@08/09/2023
<u>Sniff Ability</u>	👤 Mishal Ahmed	🔗 <u>Code</u>	Not started	@10/09/2023
<u>Jumping dust</u>	👤 Mishal Ahmed	☁️ <u>VFX</u>	Not started	@10/09/2023
<u>Loading Page</u>	🗣️ Andrew	📄 <u>UI</u>	Not started	@10/09/2023
<u>Camouflage</u> <u>Ability</u>	👤 Mishal Ahmed	🔗 <u>Code</u>	Not started	@11/09/2023
<u>Running</u> <u>Particles</u>	👤 Mishal Ahmed	☁️ <u>VFX</u>	Not started	@11/09/2023
<u>Menu UI</u>	🗣️ Andrew	📄 <u>UI</u>	Not started	@12/09/2023
<u>Texturing Cop</u>	🗣️ Jack	👤 <u>Texturing</u>	Not started	@12/09/2023 → 13/09/2023
<u>Night Vision</u>	👤 Mishal Ahmed	🔗 <u>Code</u>	Not started	@13/09/2023
<u>Tree Models</u>	👤 Mishal Ahmed	📦 <u>3D</u> <u>Modelling(Environment)</u>	Not started	@13/09/2023
<u>Water</u>	👤 Mishal Ahmed	☁️ <u>VFX</u>	Not started	@13/09/2023
<u>Spidey sense</u> <u>effect</u>	👤 Mishal Ahmed	☁️ <u>VFX</u>	Not started	@13/09/2023
<u>Rock Models</u>	👤 Mishal Ahmed 🗣️ Jack	📦 <u>3D</u> <u>Modelling(Environment)</u>	Not started	@14/09/2023
<u>Texturing</u> <u>Robber</u>	🗣️ Jack	👤 <u>Texturing</u>	Not started	@14/09/2023 → 15/09/2023
<u>Plant</u> <u>Model/Texture</u>	👤 Mishal Ahmed 🗣️ Jack	📦 <u>3D</u> <u>Modelling(Environment)</u>	Not started	@15/09/2023
<u>Pop shop</u> <u>Model</u>	👤 Mishal Ahmed 🗣️ Jack	📦 <u>3D</u> <u>Modelling(Environment)</u>	Not started	@15/09/2023

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<a href="#">Rubbish Bin</a>	Ⓜ Mishal Ahmed Ⓜ Jack	📁 3D <a href="#">Modelling(Environment)</a>	Not started	@16/09/2023
<a href="#">Wood Log Model</a>	Ⓜ Mishal Ahmed Ⓜ Jack	📁 3D <a href="#">Modelling(Environment)</a>	Not started	@16/09/2023
<a href="#">Adding Abilities</a>	Ⓣ Tom	📁 Multiplayer	Not started	@17/09/2023
<a href="#">Jump SFX</a>	Ⓜ Mishal Ahmed	📁 3D <a href="#">Modelling(Environment)</a>	Not started	@17/09/2023
<a href="#">Shelves</a>	Ⓜ Mishal Ahmed Ⓜ Jack	📁 3D <a href="#">Modelling(Environment)</a>	Not started	@17/09/2023
<a href="#">Flashlight Model</a>	Ⓜ Mishal Ahmed Ⓜ Jack	📁 3D <a href="#">Modelling(Environment)</a>	Not started	@18/09/2023
<a href="#">Texturing Props</a>	Ⓜ Jack Ⓜ Mishal Ahmed	📁 Texturing	Not started	@18/09/2023 → 28/09/2023
<a href="#">Tables</a>	Ⓜ Mishal Ahmed Ⓜ Jack	📁 3D <a href="#">Modelling(Environment)</a>	Not started	@19/09/2023
<a href="#">Cashier</a>	Ⓜ Mishal Ahmed Ⓜ Jack	📁 3D <a href="#">Modelling(Environment)</a>	Not started	@19/09/2023
<a href="#">Raccoon Crouch</a>	🐼 Louis	▶ <a href="#">Animation(Rough)</a> , ▶ <a href="#">Animation (Final)</a>	Not started	@20/09/2023
<a href="#">Raccoon Jump</a>	🐼 Louis	▶ <a href="#">Animation(Rough)</a> , ▶ <a href="#">Animation (Final)</a>	Not started	@20/09/2023
<a href="#">Running SFX</a>	Ⓜ Mishal Ahmed	🔊 <a href="#">Sound Effects</a>	Not started	@20/09/2023
<a href="#">Grunt SFX</a>	Ⓜ Mishal Ahmed	🔊 <a href="#">Sound Effects</a>	Not started	@20/09/2023
<a href="#">Ability SFX</a>	Ⓜ Mishal Ahmed	🔊 <a href="#">Sound Effects</a>	Not started	@21/09/2023
<a href="#">Steal SFX</a>	Ⓜ Mishal Ahmed	🔊 <a href="#">Sound Effects</a>	Not started	@22/09/2023
<a href="#">Jump SFX</a>	Ⓜ Mishal Ahmed	🔊 <a href="#">Sound Effects</a>	Not started	@22/09/2023
<a href="#">Lecture Series Report</a>	Ⓜ Mishal Ahmed Ⓣ Tom Ⓜ Andrew Ⓜ Jack 🐼 Louis	📁 <a href="#">Lecture Series Report</a>	Not started	@22/09/2023
<a href="#">Flashlight SFX</a>	Ⓜ Mishal Ahmed	🔊 <a href="#">Sound Effects</a>	Not started	@23/09/2023
<a href="#">Raccoon Walk</a>	🐼 Louis	▶ <a href="#">Animation(Rough)</a> , ▶ <a href="#">Animation (Final)</a>	Not started	@26/09/2023
<a href="#">BGM(Rough)</a>	Ⓜ Mishal Ahmed	🎵 <a href="#">BGM</a>	Not started	@01/10/2023
<a href="#">BGM</a>	Ⓜ Mishal Ahmed	🎵 <a href="#">BGM</a>	Not started	@05/10/2023
<a href="#">Final Milestone</a>	Ⓜ Mishal Ahmed Ⓣ Tom Ⓜ Andrew Ⓜ Jack 🐼 Louis	📁 <a href="#">Final Milestone</a>	Not started	@16/10/2023