



Faculdade de Design,  
Tecnologia e Comunicação  
Universidade Europeia

IADE

# Delivery Report

2<sup>nd</sup> delivery

Multiplayer Project

Vasco Correia, 50039633

<i>Task</i>	<i>Responsible</i>
<i>Camera movement and manager</i>	Vasco
<i>Attack Menu</i>	Vasco
<i>Attack Manager</i>	Vasco
<i>Game States logic</i>	Vasco
<i>Player Movement</i>	Vasco
<i>Timer and phases UI</i>	Vasco
<i>Stamina logic and UI</i>	Vasco
<i>Health Bar logic and UI</i>	Vasco
<i>Stamina/Health replication</i>	Vasco
<i>Game states Replication</i>	Vasco
<i>Movement replication</i>	Vasco
<i>Inventory structure and classes</i>	Tomasz
<i>Inventory UI</i>	Tomasz
<i>Inventory replication</i>	Tomasz
<i>UI Widgets</i>	Tomasz
<i>Loot BPs and collecting loot</i>	Tomasz
<i>Initial game and level setup</i>	Tomasz