Task allocation

Fill out the task allocation table for your project below. Tasks can include anything that is relevant to completing the assignment, including:\

· Designing the code architecture

· Developing code for specific features

· Conducting QA

· Writing documentation

· Managing version control

Some examples have been given.

| **Task** | **Assigned Member** | **Take description** | **Workload(Difficulty)**  **(1 =easy, 5 = hard)** | **Tester** | **Completion date** |
| --- | --- | --- | --- | --- | --- |
| **Set up repository** | *Team member A*  *Joshua* | Create a repository on GitHub and add teammate | 1 | *Team member B*  *Jay* | 20/10/2022 |
| **Create unity project** | Team member A  [Joshua] | Create a unity project in the main branch of the repo (with gitignore) | 1 | Team member B  [Jay] | 20/10/2022 |
| **Set up branches** | Team Member B  [Jay] | Create branches for each member of the group. | 1 | Team member A  [Joshua] | 20/10/2022 |
| **Add 3D models** | Team Member B  [Jay] | Add the GDT2 3D model package to the project | 1 | Team Member A  [Joshua] | 20/10/2022 |
| **Set up Documentation** | Team Member A  [Joshua] | Create folder and add all files to document game’s progress | 1 | Team Member B  [Jay] | 20/10/2022 |
| **Create teleporters for end of level** | Team Member A  [Joshua] | Create method by which the player will be transported between levels. | 2 | Team Member B  [Jay] | 23/10/2022 |
| **Create the three levels** | Team Member A  [Joshua] | Create three separate scenes that will be used to build each level, and add them to the build list. | 2 | Team Member B  [Jay] | 23/10/2022 |
| **Implement Player Movement** | Team Member B  [Jay] | Create script for physics-based movement to control player | 4 | Team Member A  [Joshua] | 23/10/2022 |
| **Implement Jumping** | Team Member B  [Jay] | Create script for physics-based jumping for player | 4 | Team Member A  [Joshua] | 27/10/2022 |
| **Implement Camera Control** | Team Member B  [Jay] | Create script for camera control for player | 2 | Team Member A  [Joshua] | 30/10/2022 |
| **Perform QA on Player/Camera Controls** | Team Member A  [Joshua] | Assess the controls of the player and note any suggestions/bugs | 1 | Team Member B  [Jay | 31/10/2022 |
| **Implement Moving Platforms (vertical)** | Team Member A  [Joshua] | Create moving platforms that traverse between two points | 2 | Team Member B  [Joshua] | 30/10/2022 |
| **Implement Moving Platforms (horizontal)** | Team Member A  [Joshua] | Create moving platforms that can traverse the x and z axes separately. | 4 | Team Member B  [Jay] | 30/10/2022 |
| **Perform QA on Moving Platforms** | Team Member B  [Jay] | Assess the moving platforms in in the Test Scene and note any suggestions/bugs. | 1 |  | 31/10/2022 |
| **Perform QA on the teleporters using the physics-based player model.** | Team Member B  [Jay] | Assess the interaction of the player with the teleporter, and how it moves from level to level. | 1 |  | 31/10/2022 |
| **Implement analytics into the game.** | Team Member A  [Joshua] | Create a file that captures information during the game’s run time. | 3 | Team Member B  [Jay] | 31/10/2022 |
| **Implement Trampolines** | Team Member B  [Jay] | Create object script for trampolines that the player can interact with | 3 | Team Member A  [Joshua] | 01/11/2022 |
| **Implement Lasers** | Team Member B  [Jay] | Create object script for lasers that destroy the player | 3 | Team Member A  [Joshua] | 01/11/2022 |
| **Implement Dying** | Team Member A  [Joshua] | Write a method that removes the player from the scene while ‘dead’. | 2 | Team member B  [Jay] | 01/11/2022 |
| **Have the player respawn at the checkpoint after dying.** | Team Member A  [Joshua] | Set up the player to respawn at the most recently activated checkpoint after death. | 3 | Team Member B  [Jay] | 01/11/2022 |
| **Implement Switches** | Team Member B  [Jay] | Create object script for switches that player can interact with | 2 | Team Member A  [Joshua] | 02/11/2022 |
| **Perform QA on the lasers / switches** | Team member A  [Joshua] | Assess the interaction between the player and the lasers/switches, noting any suggestions/bugs. | 1 |  | 02/11/2022 |
| **Create the Entity Relationship Diagram** | Team Member B  [Jay] | Create and set up the ERD for all of the components | 3 | Team Member A  [Joshua] | 05/11/2022 |
| **Create the Physics free-body diagrams** | Team Member B  [Jay] | Create and set up the Physics free-body diagrams for walking and jumping | 2 | Team Member A  [Joshua] | 05/11/2022 |
| **Fill out the Features Attempted document** | Team Member B  [Jay] | Write and format the documents for attempted features | 1 | Team Member A  [Joshua] | 05/11/2022 |
| **Fill out the QA spreadsheet** | Team Member A | Write out QA tests to assess the quality of the features implemented. | 2 | Team Member B  [Jay] | 05/11/2022 |
| **Implement Analytics into the game** | Team Member A  [Joshua] | Implement methods that will update a log file. | 2 | Team Member B  [Jay] | 06/11/2022 |
| **Revise the collision on teleporter/checkpoint** | Team Member A  [Joshua] | Fix issue with player not interacting with checkpoints/teleporters | 3 | Team Member B  [Jay] | 06/11/2022 |
| **Create and Implement Level 1** | Team Member A  [Joshua] | Implement features and component for Level 1 | 2 | Team Member B  [Jay] | 06/11/2022 |
| **Create and Implement Level 2** | Team Member A  [Joshua] | Implement features and component for Level 2 | 2 | Team Member B  [Jay] | 06/11/2022 |
| **Create and Implement Level 3** | Team Member B  [Jay] | Implement features and component for Level 3 | 2 | Team Member A  [Joshua] | 06/11/2022 |
| **Perform bug testing [Bug ID 1, 2, 3]** | Team Member A  [Joshua] | Perform testing on that particular bug with details instructions to reproduce | 2 | Team Member B  [Jay] | 06/10/2022 |
| **Perform bug testing [Bug ID 4]** | Team Member B  [Jay] | Perform testing on that particular bug with details instructions to reproduce | 2 | Team Member A  [Joshua] | 06/11/2022 |
| **Added player physics material** | Team Member B  [Jay] | Implement physics material for the player | 1 | Team Member A  [Joshua] | 06/11/2022 |