Task allocation

| **Task** | **Assigned Member** | **Description of Task** | **Workload(Difficulty)**  **(1 =easy, 5 = hard)** | **Tester** | **Completion date** |
| --- | --- | --- | --- | --- | --- |
| **Set up repository** | *Kim Han Liau* | Create a repository on GitHub and add teammate(s). | 1 | Euichol Shin | 01/11/2021 |
| **Create unity project** | Kim Han Liau | Create a unity project in the main branch of the repo (with gitignore). | 1 | Euichol Shin | 01/11/2021 |
| **Import 3D models** | Kim Han Liau | Import all necessary items to complete the Unity project. | 1 | Euichol Shin | 01/11/2021 |
| **Draft out the ERD** | Kim Han Liau | Draft out the Entity Relationship Diagram, and when Eui is done coding everything, update it with everything I didn’t think of, and refine it to be a guide. | 5 | Euichol Shin | 23/11/2021 |
| **Player Health** | Kim Han Liau | Make the player health component and all functions associated with it. | 5 | Euichol Shin | 22/11/2021 |
| **User Interface Design** | Kim Han Liau | Make a functioning UI that will inform the player of all parameters required. | 3 | Euichol Shin | 22/11/2021 |
| **Car movement** | Euichol Shin | Movement of the car | 5 | Kim Han Liau | 04/11/2021 |
| **Car Physics** | Euichol Shin | Implementing car physics | 5 | Kim Han Liau | 04/11/2021 |
| **Setting up Environment** | Euichol Shin | Creating the scene with terrain and obstacles | 3 | Kim Han Liau | 04/11/2021 |
| **Checkpoints** | Euichol Shin | create checkpoints on environment | 1 | Kim Han Liau | 04/11/2021 |
| **Checkpoints code** | Euichol Shin | coding the checkpoints | 2 | Kim Han Liau | 04/11/2021 |
| **Unity Analytics** | Euichol Shin | Add Unity analytics to the game code | 2 | Kim Han Liau | 22/11/2021 |
| **Camera Control** | Euichol Shin | Add camera control to the game code. | 3 | Euichol Shin | 23/11/2021 |
| **Create QA Testing Plan** | Kim Han Liau | Create a QA Testing plan. | 3 | Euichol Shin | 23/11/2021 |
| **Record Bug History** | Kim Han Liau | Record all bugs encountered during QA testing, and document them. | 1 | Euichol Shin | 23/11/2021 |
| **Conduct QA Testing for Eui’s components** | Kim Han Liau | Test Eui’s implemented features via test scenes. | 3 | Euichol Shin | 23/11/2021 |
| **Create GameManager** | Kim Han Liau | Create a Game Manager to manage disparate components ingame | 3 | Euichol Shin | 22/11/2021 |
| **Updating ERD** | Euichol Shin | Updating final part of ERD regarding car movement and Unity Analytics | 2 | Kim Han Liau | 23/11/2021 |
| **Helping QA documentation** | Euichol Shin | Help Design QA documentation and testing | 2 | Kim Han Liau | 23/11/2021 |
| **Conduct QA Testing for Kim’s components** | Euichol Shin | Test Kim’s implemented features | 3 | Kim Han Liau | 23/11/2021 |
| **Bug Documentation** | Euichol Shin | Document any bugs found along development | 1 | Kim Han Liau | 23/11/2021 |
| **Bug Fixing** | Euichol Shin | Fixing bugs found in bug report | 2 | Kim Han Liau | 23/11/2021 |

Total Workload:

| Teammate | Total Workload |
| --- | --- |
| Kim Han Liau | 26 |
| Euichol Shin | 31 |