

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	Alex M	Create a repository on GitHub and add teammate	1	Alex M	15/10/2022
Create unity project	Alex M	Create a unity project in the main branch of the repo (with gitignore)	1	Alex M	10/10/2022
Physics Based Player Movement	Alex M	Make the player move using simulated physics	4	Alex M	17/10/2022
Jumping	Alex M	Make the player be able to jump	3	Alex M	17/10/2022
Trampolines	Alex M	add impulse to player if collides with trampoline from above	2	Alex M	23/10/2022

CheckPoints	Alex M	if player is destroyed respawn at checkpoint	2	Alex M	26/10/2022
Lasers	Alex M	If avatar collides with laser avatar is destroyed	2	Alex M	24/10/2022
Switches	Alex M	turn on and off associated laser when player collides with, changes colour depending on state	2	Alex M	24/10/2022
Moving Platforms Vertical	Nathan Cochrane	platforms that move vertically between two empty game objects set in the scene	4	Nathan C	29/10/2022
Moving Platforms Horizontal	Nathan Cochrane	platforms that move Horizontally between two empty game objects set in the scene	4	Nathan C	28/10/2022
Camera Control	Nathan Cochrane	player follow camera which pivots around the player with mouse movement	4	Nathan C	23/10/2022
Scene Management	Alex M	Game consists of 3 levels minimum. player moves between levels via teleporters upon player pressing space inside teleporter	2	Alex M	27/10/2022
Analytics	Alex M	game should create a log file recording specified events	2	Alex M	28/10/2022

Documentation	Alex M, Nathan Cochrane	Documentation including: features attempted, ERD, Physics free body diagrams, QA Plan, Bug History, task allocation	4	N/A	05/11/2022
Player Movement QA	Alex M	Ensure features meet required specifications with no bugs. Additionally ensure code style is correct	2	N/A	03/11/2022
Player Jump QA	Alex M	Ensure features meet required specifications with no bugs. Additionally ensure code style is correct	2	N/A	03/11/2022
Platform QA	Alex M	Ensure features meet required specifications with no bugs. Additionally ensure code style is correct	2	N/A	03/11/2022
Camera QA	Alex M	Ensure features meet required specifications with no bugs. Additionally ensure code style is correct	2	N/A	03/11/2022
Laser and Switches QA	Alex M	Ensure features meet required specifications with no bugs. Additionally	2	N/A	03/11/2022

		ensure code style is correct			
Trampoline QA	Alex M	Ensure features meet required specifications with no bugs. Additionally ensure code style is correct	2	N/A	03/11/2022
Final QA	Nathan C, Alex M	Final Run through of all QA Tests and Levels to ensure project is running as expected	3	N/A	05/11/2022
Add correct materials and textures to prefabs such as platforms	Nathan C, Alex M	ensure no default materials are still in use with prefabs	1	N/A	03/11/2022
Level 1 Design	Alex M	Build Level with minimum requirements for level	2	Alex M	05/11/2022
Level 2 Design	Nathan C	Build Level with minimum requirements for level	2	Nathan C	05/11/2022
Level 3 Design	Alex M	Build Level with minimum requirements for level	2	Alex M	03/11/2022
Readme.md file	Nathan C, Alex M	add readme.file	1	N/A	05/11/2022