Tasks Report

Horrible Game — kitman

Generated: 2:20AM

Player

Active Tasks

| Task | Start Date | Date Due | Responsible | Assigned By | Priority | Progress | Status |
|---|---------------|---------------|-------------|-------------|----------|----------|------------------------|
| Player is can shoot using TouchPad | 30 Jul (2015) | 02 Aug (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |
| collide with other objects | 03 Aug (2015) | 06 Aug (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |
| Collide with Enemy | 07 Aug (2015) | 11 Aug (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |
| Collide with objects in the scene | 11 Aug (2015) | 15 Aug (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |
| Score Increase other touching the objects and enemies | 16 Aug (2015) | 18 Aug (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |
| Player can be splice to half | 19 Aug (2015) | 22 Aug (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |

Scene

Active Tasks

| Task | Start Date | Date Due | Responsible | Assigned By | Priority | Progress | Status |
|-------------------------|---------------|---------------|-------------|-------------|----------|----------|------------------------|
| Water | 25 Aug (2015) | 06 Sep (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |
| Genrateing Radnom Level | 07 Sep (2015) | 18 Sep (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |

Enemies

Active Tasks

| Task | Start Date | Date Due | Responsible | Assigned By | Priority | Progress | Status |
|--|---------------|---------------|-------------|-------------|----------|----------|------------------------|
| Enemy can be destroy after been hit by objects or player | 20 Sep (2015) | 24 Sep (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |

Learing

Active Tasks

| Task | Start Date | Date Due | Responsible | Assigned By | Priority | Progress | Status |
|--|---------------|---------------|-------------|-------------|----------|----------|------------------------|
| Learn how the touch screen work | 01 Jun (2015) | 20 Jun (2015) | kitman U. | kitman U. | Medium | 0% | Upcoming (Not started) |
| Learning how the to Genrates Random Level | 20 Jun (2015) | 12 Jul (2015) | kitman U. | kitman U. | High | 0% | Upcoming (Not started) |
| Learning How Unity5 engine works Have learning Unity4, but still not sure how big difference between them | 12 Jul (2015) | 29 Jul (2015) | kitman U. | kitman U. | Medium | 0% | Upcoming (Not started) |

Re-Work

Redesign the game

Active Tasks

| Task | Start Date | Date Due | Responsible | Assigned By | Priority | Progress | Status |
|--|---------------|---------------|-------------|-------------|----------|----------|--|
| Ask How long is the project | 13 May (2015) | 15 May (2015) | kitman U. | kitman U. | | 0% | Upcoming (within 7 days) (Not started) |
| Call Halfbrick Call Halfbrick and ask them what people are your finding to go inside your company to work | 16 May (2015) | 31 May (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |
| Meet developer | 16 May (2015) | 31 May (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |
| searching people on elance ht tps://www.elance.com/s/owenthomas/resume/10183/ | 12 May (2015) | 31 May (2015) | kitman U. | kitman U. | | 0% | Upcoming (Not started) |

Generated for kitman Unknown at 2:20AM 12/05/2015