Task allocation

What is described may include the following:

* Designing the code architecture
* Developing code for specific features
* Conducting QA
* Writing documentation
* Managing version control

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| Task | Assigned Member | Description of Task | Workload (Difficulty)  (1 =easy, 5 = hard) | Tester | Completion date |
| Set up repository | Anne Marie Agda | Create a repository on GitHub and add teammate | 1 | Julian | 16/10/2021  (revised)  2/11/2021 |
| Create unity project | Anne Marie Agda | Create a unity project in the main branch of the repo (with gitignore). Adding necessary empty folders to sort files (e.g., scripts, prefabs, materials, etc.) | 1 | Julian | 16/10/2021  (revised)  2/11/2021 |
| QA Documentation templates | Anne Marie Agda | Create QA template to refer to for later | 1 | Julian | 18/10/2021 |
| Bug History Documentation templates | Anne Marie Agda | Create Bug history Template to refer to for later | 1 | Julian | 18/10/2021 |
| Write out Task Allocation Documentation | Anne Marie Agda | Write out task allocation documentation on template provided for upcoming submission | 1 | Julian |  |
| ERD Diagram | Julian Baxter | Visually set out the coding/software architecture of the game | 2 | Anne Marie Agda |  |
| Physics-Based Car Movement | Julian Baxter | Develop code for the car feature, specifically the car’s movement in the game | 4 | Anne Marie Agda |  |
| 3D Terrain & Obstacles | Julian Baxter | Import the models, set up the terrain, physics materials and develop code for these features when the player interacts with them | 3 | Anne Marie Agda |  |
| Checkpoints | Anne Marie Agda | Develop code for the checkpoints feature in the game. Setting up the prefabs. | 3 | Julian Baxter | 2/11/2021 |
| Player Health | Julian Baxter | Develop code for setting up the player health feature. | 3 | Anne Marie Agda |  |
| Camera Control | Julian Baxter | Develop Code for setting up the camera control to attach it to the player movement. Also setting up the camera settings. | 4 | Anne Marie Agda |  |
| User Interface | Anne Marie Agda | Developing code for setting up a UI manager feature. Setting up the UI for the game (player health, times, etc.) | 3 | Julian Baxter |  |
| Analytics | Anne Marie Agda | Develop code to record user analytics. Set up analytics package in unity. | 3 | Julian Baxter |  |
| Conducting QA | Both | When finishing up with features, write up how you will assure that the feature meets the requirements of the assignment document | 1 | Both |  |
| Managing Bug History | Both | In accordance with the quality assurance plan, analyse the feature for bugs and record it in the bug history report | 2 | Both |  |
| Managing Version Control | Both | Ensure that we can meet the developer workflow in working in our own branches on a feature and conducting the right testing before pushing to the main branch and tagging it as a version of the game. | 2 | Both |  |
| Code Review | Both | Ensure that the code meets the requirement for the style guide and code architecture. | 1 | Both |  |