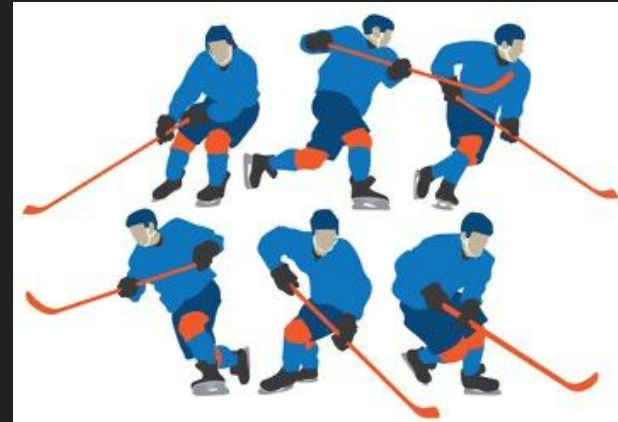


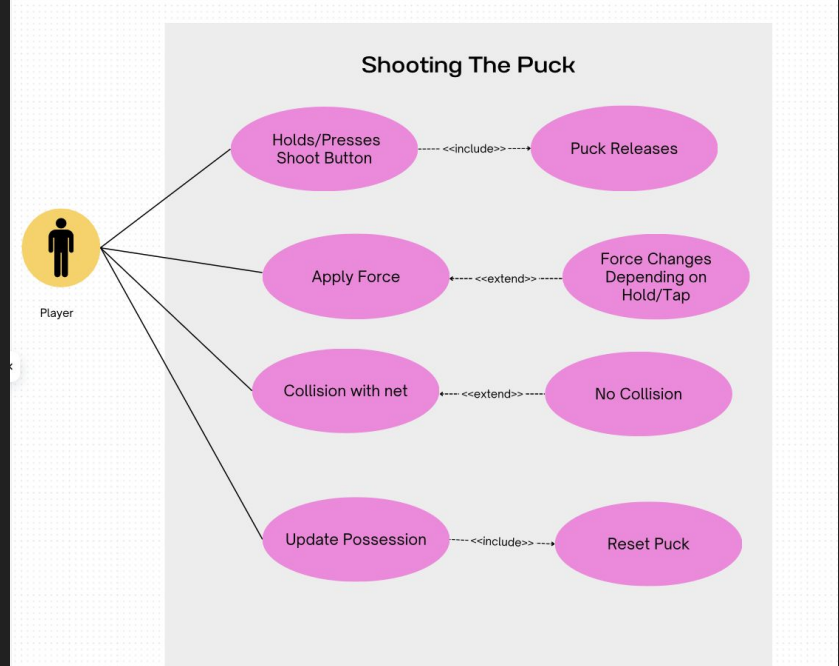
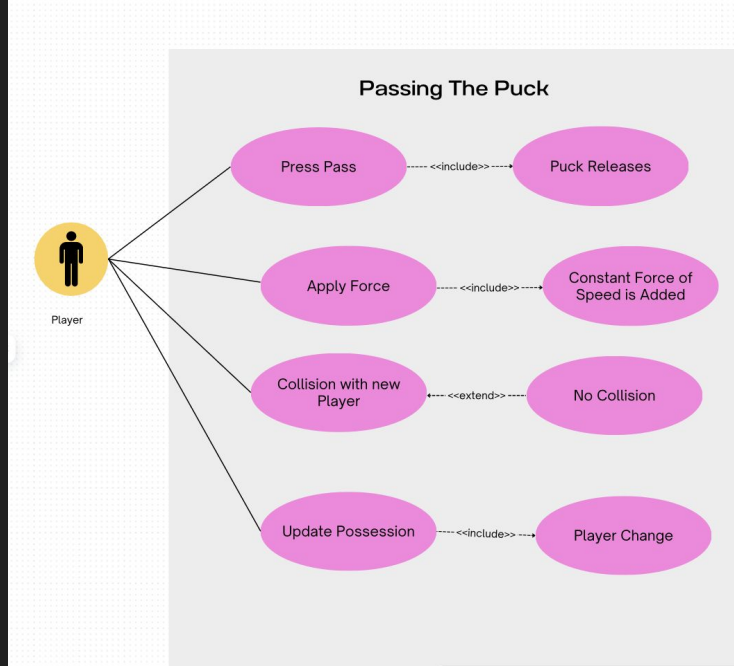
# TL-6(Dylan Gomez) Shooting and Passing

Hello, my name is Dylan Gomez!

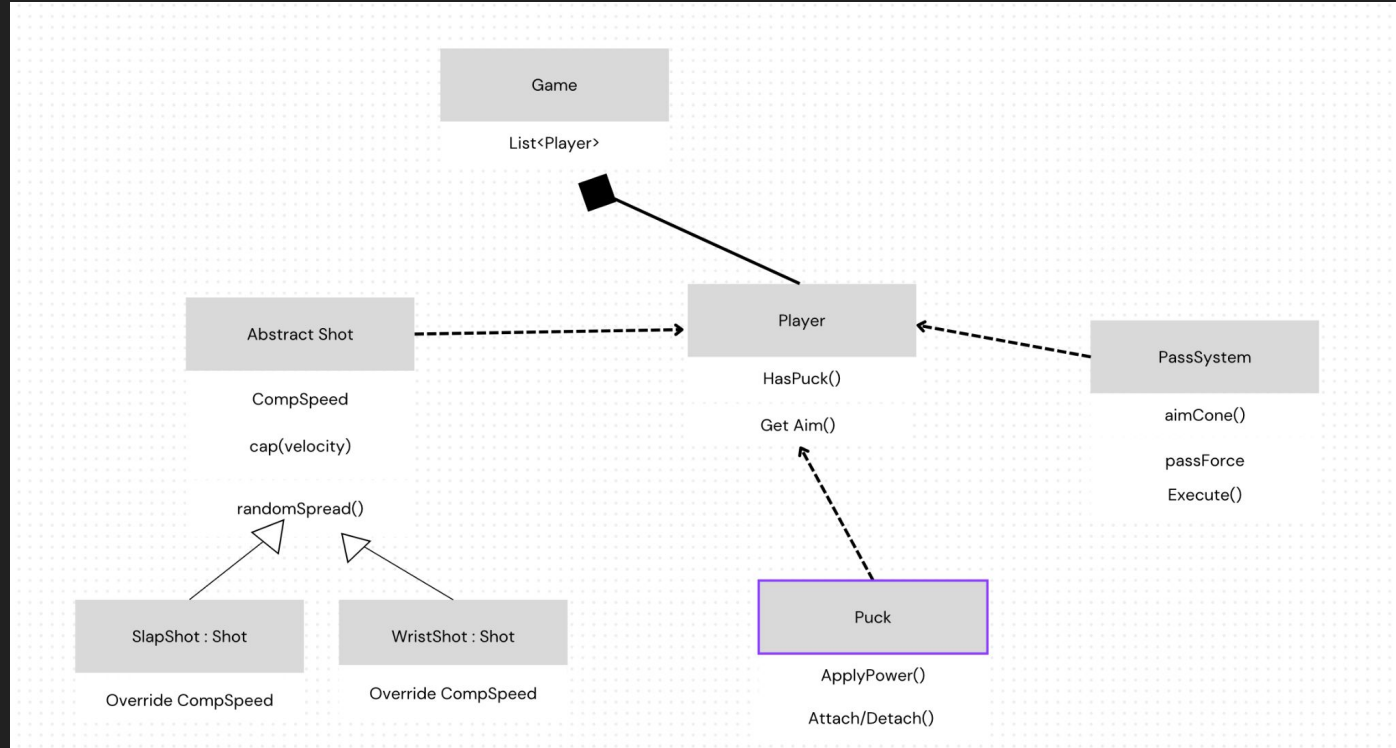
- Player Interaction - Puck Control
- High Priority - foundation of our game's fun and flow
- Responsibility - Passing Mechanics, shooting variants, and integration with the physics of our game



# TL-6(Dylan Gomez) Use Case Diagrams



# TL-6(Dylan Gomez) Class Diagram



# TL-6(Dylan Gomez) Complexity and Time of Tasks

Task	Time(Hours)	Complexity
Shooting System	12	Very Hard
Passing System	16	Very Hard
Physics/Possession	12	Hard
Prefabs and Documentation	4	Easy
Testing (Edit+Play Mode)	8	Medium

# TL-6(Dylan Gomez) Questions

