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| **Task** | **Assigned Member** | **Take description** | **Workload(Difficulty) (1 =easy, 5 = hard)** | **Tester** | **Completion date** |
| Set up repository | Cleon Haung | Create a repository on  GitHub and add teammate | 1 | Aloysius Porter Zadro | 18-Oct |
| Create unity project | Cleon Haung | Create a unity project in the  main branch of the repo (with gitignore) | 1 | Aloysius Porter Zadro | 18-Oct |
| ERD design | Cleon Haung, Aloysius Porter Zadro | Designing the code architecture. | 4 |  | 28-Oct |
| Level maps (10%) | Aloysius Porter Zadro | Implement code and designing level | 2 | Cleon Haung |  |
| Physics-based ball movement (5%) | Cleon Haung | Implement code | 1 | Aloysius Porter Zadro |  |
| Player movement (25%) | Cleon Haung | Implement code | 5 | Aloysius Porter Zadro |  |
| Kicking the ball (15%) | Aloysius Porter Zadro | Implement code | 3 | Cleon Haung |  |
| Goal (5%) | Cleon Haung | Implement code | 1 | Aloysius Porter Zadro |  |
| Player animation (5%) | Cleon Haung | Implement code | 1 | Aloysius Porter Zadro |  |
| Camera control (15%) | Aloysius Porter Zadro | Implement code | 3 | Cleon Haung |  |
| User interface (10%) | Aloysius Porter Zadro | Implement code | 2 | Cleon Haung |  |
| Analytics (10%) | Cleon Haung | Implement code | 2 | Aloysius Porter Zadro |  |
| QA plan | Cleon Haung | Creating tests | 2 | Aloysius Porter Zadro |  |
| Bug history | Cleon Haung, Aloysius Porter Zadro | Recording bugs | 3 | Cleon Haung, Aloysius Porter Zadro |  |
| Data Management Plan | Aloysius Porter Zadro | Documenting data management | 2 | Cleon Haung |  |
| Git Version Control | Cleon Haung, Aloysius Porter Zadro | Checking git repos, and eachothers. | 1 | Cleon Haung, Aloysius Porter Zadro |  |