Group Alt + F4

Roles/Responsibilities :

Chance McCormick

AI Programmer: The job of this programmer is to create an interactive and robust non-player character based on logical choices. This can range from how the NPC move in the environment to how they interact with the said environment as well as the main player.

AI Designer: The person with this role deals with how the non-player characters look in the game, their equipment and to make the NPC act as realistic as they can and to add depth to the game as a whole.

Gage Brown

Character Designer - This role consists of making the player character which the user would play as well as creating and designing all the equipment that the main characters will use.

Player Programmer - This part consists of defining as well as programming how the player character would interact with the environment. For ex : jumping animation, movement, damage animation, et cetera. Any special moves that the character will have are also a part of this role.

Kaden Overson

Audio Programmer: This person works on implementing audio design to the game. These audio assets can range from small sound cues to adding ambience to the whole levels.

AI Programmer: The job of this programmer is to create an interactive and robust non-player character based on logical choices. This can range from how the NPC move in the environment to how they interact with the said environment as well as the main player.

Sid Meel

Level Designer: This role consists of making the environments on which the game would be based on as well as the background of said levels. This also entails how the physics of the world works and how the objects might interact according to the laws of physics.

UI Programmer: This person works on implementing different elements of the User Interface such as adding a dynamic health bar system, damage counter, et cetera. This also covers the in-game menu, pause screen and other environmental implementations.

Milestones :

Milestone No.	Milestone	Completion Date
01	Player movement	02/01/2021
02	Player health bar Enemy movement Enemy health bar	02/15/2021
03	Attack hit detection Damage counter Level 1 map layout Level 1 audio	03/01/2021
04	Player attack and death animation/sound Enemy attack and death animation/sound	03/15/2021
05	Level 2 map layout Level 2 audio	03/29/2021
06	Enemy pathfinding Usable power-ups	04/05/2021
07	Level 3 map layout Level 3 audio	04/19/2021
08	Project done	05/03/2021