|  |
| --- |
| Datacomm classwide project |
| Control Task Breakdown |
|  |
|  |
| **John Payment** |
|  |

|  |
| --- |
|  |

# Task Assignment

|  |  |  |  |
| --- | --- | --- | --- |
|  | John | Luke | Jesse |
| Monitor Input (Player Mode) | Assigned |  |  |
| Move Player (Key Input) | Assigned |  |  |
| Attack with Player (Key Input) | Assigned |  |  |
| Monitor Input (Build Mode) |  |  | Assigned |
| Tower Select |  |  | Assigned |
| Position Select |  |  | Assigned |
| Creep Select |  |  | Assigned |
| Lane Select |  |  | Nice to Have |
| Monitor Input (Menu Mode) | Assigned |  |  |
| Manage Input Mode |  | Assigned |  |
| Exit Game Menu |  | Assigned |  |
| Leave Game |  | Assigned |  |
| Return to Lobby |  | Nice to Have |  |
| Collaborate with Graphics on Buttons Interface |  |  | Assigned |

# Task Completion Time

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | 02/26 | 03/05 | 03/12 | 03/19 | 03/26 |
| Monitor Input (Player Mode) | Testable Version |  | Finalize |  |  |
| Move Player (Key Input) | Testable Version |  | Finalize |  |  |
| Attack with Player (Key Input) | Testable Version |  | Finalize |  |  |
| Monitor Input (Build Mode) | Testable Version |  | Finalize |  |  |
| Tower Select | Testable Version |  | Finalize |  |  |
| Position Select | Testable Version |  | Finalize |  |  |
| Creep Select | Testable Version |  | Finalize |  |  |
| Lane Select | Testable Version |  | Finalize |  |  |
| Monitor Input (Menu Mode) | Testable Version |  | Finalize |  |  |
| Manage Input Mode | Testable Version |  | Finalize |  |  |
| Exit Game Menu |  | Testable Version | Finalize |  |  |
| Leave Game |  | Testable Version | Finalize |  |  |
| Return to Lobby |  |  | Testable Version |  |  |
| Collaborate with Graphics on Buttons Interface | Testable Version | Finalize (Pending Review) |  |  |  |
| Review Current tasks for Changes |  | Review |  | Integrate with other teams | Review |