Plan: (For the Discovery milestone submission, 3-5 sentences explaining how your team plans to work together, distribute work, and split up milestones. If you are using a specific version control method, please mention that as well.)

(In subsequent milestone submissions, please add bullet point updates on each team member’s contributions and 1-2 sentences reflecting on your experience working as a team so far, including whether or not there were any changes to your initial plans.) To split up work,

**Discovery Milestone:**

To simplify our collaboration and guarantee that we stay on track, we have created a Discord server for day-to-day communication. For code sharing and version control, we will be utilizing GitHub. Our process to split up milestones will involve us discussing the current tasks and figuring out who in our group has strengths and weaknesses for each.

**Midpoint Milestone:**

Work To-Do [Ordering does not necessarily mean importance]

1. 2.5D Graphics
   1. How to implement this style of graphics
   2. Creation of art/sprites
2. Puzzle Design
3. Level Design
   1. This part can be taken by multiple people since we want multiple styles of levels
4. Story/Narrative Design

Notes:

\*(1) and (3) are probably going to go hand-in-hand since there are many gimmicks that can be done on the design side to take advantage of perspective in level design.

\*(2) and (3); it would make sense for level designers to communicate with puzzle designers to conjoin the two aspects of a good level design.

\*(4); this part has lower priority than the features necessary for the Alpha state.

Contributions (Planned due to not yet having code):

Ethan:

* The how of implementing 2.5D graphics
  + Can do some creation of art/sprites
* Can assist in the creation of puzzles or levels
* F007 (UI Design)

Zach:

* Finding asset models
  + Playable character
  + Enemies (find 2-3 types)
* F001b (Controls)
* Implementing the side camera
* Level Design (figuring out how many levels to create, how long to have them, and what goes on in each)
* Music/Ambient sounds

Victor:

* Creation of art/sprites
* Story design
  + F005 (Storytelling)
* F009 (Enemies)
  + Dependent on Zach creating the enemy types

Xingyu:

* Puzzle F003 (Puzzle Mechanics)
  + Add in the F00a-c mechanics, and consider adding in more if time permits
  + Consider using the jump pads that come with our asset pack as another puzzle mechanic feature
* F002 (Platforming Mechanics)
  + Work with Neil to implement, since this is a high priority task
* F004 (Interactable Environment)
  + Work with Neil to implement

Neil:

* F006 (Abilities)
* F002 (Platforming Mechanics)
  + Work with Xingyu to implement, since this is a high priority task
* F004 (Interactable Environment)
  + Work with Xingyu to implement

**Alpha Milestone:**

Ethan + Zach:

* Level 1 Design (DONE)
  + First figured out what gameplay mechanics we wanted in our platformer
  + Next we assembled our assets that we were going to use
  + We then mapped out where we planned to implement everything
  + Then we created our level in Unreal Engine 5.2
  + Then we updated the design documents for the Alpha submission

Victor:

* Create a teleport dash (DONE)
  + Make sure the character cannot clip through walls
  + Have the dash have an outline of the character shoot out of the character and travel X distance… if the player lets go of the button, they teleport to that spot
    - Looks like Greninja (from Smash Ultimate) side-buk
  + Dash character outline can move through enemies and flame traps (tentatively)

Xingyu:

* Create damage system (DONE)
  + Pretty much all of the stuff we already had for mp1 and mp2… so set up health, the collisions between the player, etc
* Create traps (DONE)
  + Link this to the damage system

Neil:

* Assigned introduction to audio, such as the taking damage noise and level music. No contribution has been made so far, nor has he responded to our messages recently.