

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.)

Initial Plan:

We will be able to monitor and record our development as a team through revision control via Google Drive. Responsibilities regarding game mechanics, level design, and asset development will be divided among persons according to their strengths. Regular weekly meetings will help clean up any misunderstandings and help everyone be on the same page regarding the project's goals and objectives. At the time of making the game in Unreal Engine, we will establish some goals to track our progress, holding accountability through the process, which will promote collaboration.

Kashan:

- Will create the UI's for the game
- Will set up the game project (Done)
- Set up Solo play
- Help with the creation of pickup (ammo, etc) (Done)
- Help with the design of the map
- Research assets needed and look for models online
- Help with creating of movement and basic gameplay

DJ:

- Help with design of map
- Create weapon blueprints
  - Weapon Animation (Most weapons done)
  - Attachment System (Code to be written but on the way)
    - , Magazines, etc.
    - HUD for zooming in, etc.
    - Grips
    - Stocks
    - Bullets

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Ganesh:

- work on character animations (jump, crouch, walk, sprint, aim, die) (50%)
  - Control rigging (Working on)
  - Animation blueprints
    - Define when to change animations

- Design conditions for animation state machine
- Help with level design (Starting)
  - Weapon spawning
    - Spawn on different varieties of weapons and attachments
  - Resource spawning
- Work on enemy AI movement and attack type

Diwakar:

-Figure out the blueprints for 2 of the zombie characters and found asset for boss zombie (Done)

- Help with the design of map(Have to combine maps)
- Work on character gameplay and movement (In progress)
- Work on interactions between player objects(physics collisions)
- Helped with setting up health / damage system (Done)
- Work on creating varied sound effects based on gameplay interactions