COMP2160: ASSIGNMENT 2 - GROUP AND Task Allocation

members: Alyssa Christy-Harrop, Mariel Anne Uykim

Task	Assigned Member	Description of Task	Workload(Difficulty) (1 =easy, 5 = hard)	Tester	Completion date
Set up repository	Team member A [Alyssa]	Create a repository on GitHub and add a teammate	1	Team member B [Mariel]	13/10/21
Create unity project	Team member B [Mariel]	Create a Unity project in the main branch of the repo (with gitignore)	1	Team member A [Alyssa]	13/10/21
Implement car physics	Team member A [Alyssa]	Implement the Car drive component	5	Team member B [Mariel]	7/11/2021
Implement 3D terrain and obstacles	Team member B [Mariel]	Create terrain and add obstacles	2	Team member A [Alyssa]	23/10/2021
Implement checkpoints	Team member B [Mariel]	Add checkpoints and script	2	Team member A [Alyssa]	25/10/2021
Implement player health	Team member B [Mariel]	Implement player health script and add smoke to vehicle	2	Team member A [Alyssa]	4/11/2021
Implement camera control	Team member A [Alyssa]	Make camera follow player	3	Team member B [Mariel]	4/10/2021
Implement user interface	Team member B [Mariel]	implement and display health bar, stopwatch, and game over panel	2	Team member A [Alyssa]	27/10/2021

Analytics	Team member B [Mariel]	Add analytics to game	1	Team member A [Alyssa]	28/10/2021
Merge GitHub Files	Team member A [Alyssa]	Merge GitHub files and fix conflicts	1	Team member B [Mariel]	7/11/2021
Documentation					
Entity relationship diagram	Team member A [Alyssa]	Create an Entity relationship diagram of the game	3	Team member B [Mariel]	7/11/2021
Quality assurance plan	Team member B [Mariel]	Create a Quality assurance plan	2	Team member A [Alyssa]	5/11/2021
Bug history	eam member B [Mariel]	record and perform bug tests	2	Team member A [Alyssa]	6/11/2021