Task Allocation

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| Task | Assigned Member | Description of Task | Workload(Difficulty)  (1 =easy, 5 = hard) | Tester | Completion date |
| Set up repository | *Matt* | Create a repository on GitHub and add teammate | 1 | *Cody* | 15/10/20 |
| Create unity project | Matt | Create a unity project in the main branch of the repo (with gitignore) | 1 | Cody | 15/20/20 |
| Track bugs | Matt/Cody | Note down any bugs that make it into the stable release for notation in the Bug History Report | 1 | Matt/Cody | 5/11/20 |
| Develop QA Plans | Matt/Cody | Once a feature is developed, write down QA plans for testing most parameters | 1 | Matt/Cody | 6/11/20 |
| Implement car physics | Cody | Implement the Car drive component | 4 | Matt | 31/10/20 |
| Implement terrain and trees | Cody | Implement the terrain for the main scene and tree prefabs for placement | 2 | Matt | 31/10/20 |
| Implement Checkpoint System | Matt | Implement the checkpoints and the checkpoint manager | 3 | Cody | 31/10/20 |
| Implement Player Health | Cody | Implement the Health component for the player, including damage based on collision velocity | 3 | Matt | 31/10/20 |
| Implement particle effects for the Health component | Matt | Make and implement the particle effects for the player health component | 2 | Cody | 2/11/20 |
| Implement camera | Matt | Implement the camera, based originally off the week 12 prac code | 4 | Cody | 5/11/20 |
| Implement User Interface | Matt | Implement the user interface elements, including the health bar, time display and game over menu, also a pause menu for convenience. | 2 | Cody | 29/10/20 |
| Implement Analytics Server | Cody | Implement the analytics server, using the standard game\_start and game\_end events, and the custom checkpoint and player death events | 3 | Matt | 29/10/201/11/20 |
| Test the game | Matt | Run through the developed QA plan, note down any new bugs appearing | 2 | Cody | 7/11/20 |