One Day Shipping

Project Team and Allocated Roles

Matt Farrell - B00625174

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# Role Allocation

Each team member brings some specialization from current projects, but we also intend for each team member to have access to a little bit of all the tasks. We are mostly going to share the workload between all four team members by having frequent team meetings and working together as a team. Items listed as collaborative will be completed by each team member collectively during our meetings.

## Game Design

Game Concept …………………………………... Collaborative

Core Mechanics …………………………………. Collaborative

Interaction ………………………………………... Johna Latouf

Level Design ……………………………………... Matt Farrell

3D Modeling …………………… Johna Latouf & Robert Tracey

## Project Documentation

High Concept Document ……………………….... Collaborative

Game Treatment Document …………………….. Collaborative

Design Document ……………………………….... Collaborative

In-class Presentation …………… Robert Tracey & Matt Farrell

## Testing

Testing of Each Level …………… Matt Farrell & Orjan Monsen

Bug Reports ……………………… Matt Farrell & Orjan Monsen

## Management

Version Control ……………………………………. Robert Tracey

Project Management ……………………………… Collaborative

## Programming

GUI …………………………………………………. Orjan Monsen

Gameplay ……………………….. Orjan Monsen & Johna Latouf

Camera Control …………………... Orjan Monsen & Matt Farrell

Character Control …………………………………. Robert Tracey

Graphics & Animation …………………………….. Robert Tracey

Quality Control …………………….. Peer Review / Collaborative