Producer : **Tom**

Lead

* Art : **Thomas**
* Dev : **Tom**

QA : **Arne**

UX : **Lucas**

Level Design: **Thomas**

Planner : **Rief**

**Scrum:** Elke vrijdag, 3-4 uur

**Demo’s:** Om de 2 weken, op vrijdag

**Style:** Semi-realistic;

**Basic List:**

* (Camera + normal) Movement script = 1 week Rief; X
* Shooting script = 1 week;
* Basic AI, standard Navmesh/A\* = 1 week, Tom; X
* Enemy, model + rigging = 2 weeks, Lucas; X
* Unity Terrain = 1 week, Thomas; X
* Obstacles, like walls and houses, models = 0,5 week per obstacle, Thomas and Lucas;
* Health bar and score, UI elements and scripts = 1 week, Arne; X
* Pistol model = 1 week, Lucas; X
* Skybox, simulation effect = 1 week
* Particles, shoot effect, hit effect = 2 week, Arne; X
* Wave script, spawning = 1 week, Rief;
* Sounds, shooting, enemy, background = 2 week, Tom;