Task allocation

Group W

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| Task | Assigned Member | Description of Task | Workload(Difficulty)  (1 =easy, 5 = hard) | Tester | Completion date |
| Set up repository | *Team member A*  *[Guriqbal Singh Majhail]* | Create a repository on GitHub and add teammate | 1 | *Team member B [Selin Hurriyet]* | 20/10/2021 |
| Create unity project | Team member A | Create a unity project in the main branch of the repo (with gitignore) | 1 | Team member B | 20/10/2021 |
| Implement car physics | Team member A | Implement the Car drive component | 4 | Team member B | 1/10/2021 |
| 3D Terrain & Obstacles | Team member B | Create terrain, nature obstacles with colliders | 2 | Team member A | 29/10/2021 |
| Checkpoints | Team member B | Create checkpoint prefabs and checkpoint recording mechanisms | 3.5 | Team member A | 2/11/2021 |
| Player Health | Team member B | Give player health parameters and mechanics that change player health | 3 | Team member A | 29/10/2021 |
| Camera control | Team member A | Camera that follows player depending on player movement | 3 | Team member B | 28/10/2021 |
| User Interface | Team member A | Interface for timers, game ending and player health | 2 | Team member B | 5/10/2021 |
| Analytics | Team member B | Records events and analytics within the game | 2 | Team member A | 3/11/2021 |
| Entity Relationship Diagram | Team member A | Relationships between different objects in the script | 1.5 | Team member B | 5/11/2021 |
| QA Plan | Team member B | Testing the gameplay features | 3 | Team member A | 1/11/2021 |
| Bug History | Team member A & B | Testing game as new features are added | 2 | Team member A & B | 5/11/2021 |