AME49333/401	149 - Team Mile	stone Task List	
ilestone 10	Team 2	Due Date: 2/7/2024	
eam Member	Department	Task (One task per line, be descriptive)	
bigail Norris	Art	Fix inside wall end piece	as the first the first page and the first the
pigail Norris	Art	Fix inside wall end piece Fix inside wall middle piece	*Complete this document and submit a PDF or XLS version to the SLATE Forum a week before your team's following milestone  *Delete all the sample names and tasks before editing
oigail Norris	Art	Create empty-middle wall piece	Detecte at the sample names and tasks before estiming
pigail Norris	Art	UV inside wall pieces	***Do not ask for permission to edit my version, make your own copy
igail Norris	Art	Texture inside wall pieces	****This document is a required deliverable and graded on an individual basis - see Production Seminar rubric for details
igail Norris	Art	Outdoor space concept meeting	***** Each team member must include all the work they are doing for the milestone - this could be a task or deliverable
igail Norris	Art Art	Create tiling grass texture	
igail Norris igail Norris	Art	Create tiling dirt texture  Create tiling concrete texture	
rlo Tejeda	Code	Enemy AI Animator sync with speed for Grunts & Hellfire (Walk & Run Blends)	
rlo Tejeda	Code	Change way enemies update their states in Update	
rlo Tejeda	Code	Change way enemy update their states	
rlo Tejeda	Code	Optimize and code cleanup	
rlo Tejeda	Code	Hellfire enemy new behaviour	
ris Dichmann ris Dichmann	Design Design	Bridge Arena Graybox Bridge Transition Graybox	
ris Dichmann	Design	Full Level Beatmap	
ris Dichmann	Audio	Rough Draft Script	
ris Dichmann	Design	Wall Arena 2 Graybox	
ris Dichmann	Design	Grapple Hook Transition Graybox	
ris Dichmann	Design	Wall Arena 1 Graybox	
ris Dichmann ris Dichmann	Design Design	Mech Enemy Behaviour Tree  Grenade Launcher Weapon Design Doc	
ris Dichmann	Design	Laser Beam Weapon Design Doc	
m Cameron	Code	Explosive Barrel	
n Cameron	Code	Fishing Minigame	
m Cameron	Code	Hookshot tweaks	
m Cameron	Code Code	Checkpoint / new reload system "stupid gun" template (for easter eggs)	
m Cameron rita Sou	Art	scupio guir temprate (roi easter eggs) Hellfire Shield Vfx	
rita Sou	Art	Kick Impact Vfx	
rita Sou	Art	Dialog UI	
rita Sou	Code	Timed Dialog Advancement (Adjusting Sam's Dialog System)	
rita Sou	Code	More Dialog Triggers	
rita Sou rita Sou	Code Code	Stinger Orb Shader  More Blood Changes (Pixel Only, Bug Fixes, etc.)	
rita Sou	Art	Armor Break VFX	
rita Sou	Code	Dynamic Dialog Box Length Based on Text Amount	
ıgi Pengelly	Art	Mechemy Endoskeleton Model	
ıgi Pengelly	Art	Mechemy Exterrior Model	
gi Pengelly	Art	Mechemy UV	
gi Pengelly	Art Art	Mechemy Texture  Mechemy Rig	
gi Pengelly gi Pengelly	Art	mecheny model + Material implimentation	
gi Pengelly	Art	Outdoor environment concept art	

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