

GAME49333/40149 - Team Milestone Task List

Milestone 4	Team 2	Due Date: 11/1/2023
Team Member	Department	Task (One task per line, be descriptive)
Abigail Norris	Art	Finish up loose ends for the Base Kit
Abigail Norris	Art	Start conceiving more organic-style modular kit
Abigail Norris	Art	Start modelling more organic-style modular kit
Abigail Norris	Art	Concept outdoor organic decor
Abigail Norris	Art	Concept outdoor man-made decor
Abigail Norris	Art	Concept outdoor ground textures
Abigail Norris	Art	Concept outdoor set pieces (buildings/camps/etc.)
Carlo Tejada	Design	Designed Wall Defensive Weapon
Carlo Tejada	Code	Change damage indicators to rotate when the player moves the camera
Carlo Tejada	Code	Prototype Defensive Wall Prefab
Carlo Tejada	Code	Implemented One Way Wall condition
Carlo Tejada	Code	Started prototyping Small Enemy AI Base
Carlo Tejada	Code	Continue programming shader look
Carlo Tejada	Code	Update and finish documenting modular scripts on Confluence
Carlo Tejada	Code	Continue audio implementation in-game
Carlo Tejada	Audio	Finish up sound effects
Chris Dichmann	Design	Weapon Web design meeting
Chris Dichmann	Production	Post-PoC Team Schedule
Chris Dichmann	Design	Small Enemy variant design meeting
Chris Dichmann	Design	Small Enemy variant behaviour trees
Chris Dichmann	Design	Full level map & outline
Chris Dichmann	Design	Weapon Design Documents
Chris Dichmann	Design	Milestone 4 Deliverables Document
Sam Cameron	Code	Weapon System Documentation
Sam Cameron	Design	Weapons design / prototype
Sam Cameron	Code	Movement System Documentation
Sam Cameron	Code	Movement tweaks
Sam Cameron	Code	Existing gun tweaks
Sam Cameron	Code	Terrain system implementation
Sarita Sou	Art	Offensive Weapon Symbol
Sarita Sou	Art	Defensive Weapon Symbol
Sarita Sou	Art	Offensive Ammo Bar
Sarita Sou	Art	Defensive Ammo Bar
Sarita Sou	Code	Ammo Bar Visuals Implementation
Sarita Sou	Art	HUD Interceptor Icon
Sarita Sou	Art	HUD Stinger Icon
Sarita Sou	Art	HUD Wardshot Icon
Sarita Sou	Art	HUD Hellfire Icon
Sarita Sou	Art	Wall Vfx
Tiggi Pengelly	Art	re-concept Small Enemy base design
Tiggi Pengelly	Art	concept Small Enemy variations
Tiggi Pengelly	Art	re-concept Medium Enemy base design
Tiggi Pengelly	Art	concept Medium Enemy variations
Tiggi Pengelly	Art	prototype Small Enemy model + rig
Tiggi Pengelly	Art	prototype Medium Enemy model + rig