

GAME49333/40149 - Team Milestone Task List

Milestone 5	Team 2	11/15/2023
Team Member	Department	Task (One task per line, be descriptive)
Abigail Norris	Art	Indoor bridge environment concept art
Abigail Norris	Art	Base bridge section high-poly model
Abigail Norris	Art	Base bridge section texturing
Abigail Norris	Art	Widening bridge section high-poly model
Abigail Norris	Art	Widening bridge section texturing
Abigail Norris	Art	Wide bridge section high-poly model
Abigail Norris	Art	Wide bridge section texturing
Abigail Norris	Art	Segmented bridge pieces high-poly model
Abigail Norris	Art	Segmented bridge pieces texturing
Abigail Norris	Art	Bridge railing high-poly model
Abigail Norris	Art	Bridge railing texturing
Carlo Tejada	Code	Wall grenade gun implementation
Carlo Tejada	Code	Defensive wall modelling
Carlo Tejada	Code	Defensive wall texturing
Carlo Tejada	Code	Defensive wall directional functionality
Carlo Tejada	Code	Defensive wall grenade bounce physics
Carlo Tejada	Code	Script refactoring for better documentation
Carlo Tejada	Code	Base small enemy AI
Carlo Tejada	Code	Shield small enemy AI
Carlo Tejada	Code	Interceptor small enemy AI
Carlo Tejada	Code	Placeholder responsiveness sound effects
Chris Dichmann	Production	Milestone 5 Task List
Chris Dichmann	Production	Milestone 5 Deliverables Document
Chris Dichmann	Design	Core gameplay VFX diagramming
Chris Dichmann	Design	Pistol Small Enemy Behaviour Tree
Chris Dichmann	Design	Shield Small Enemy Behaviour Tree
Chris Dichmann	Design	Interceptor Small Enemy Behaviour Tree
Chris Dichmann	Production	Project Plan Document
Chris Dichmann	Production	Playtest 1 Form
Chris Dichmann	Production	Conduct Playtest 1
Chris Dichmann	Design	Stinger Charge diagramming
Sam Cameron	Code	URP update
Sam Cameron	Code	Grappling hook implementation
Sam Cameron	Code	Updated hooking mechanics & timing
Sam Cameron	Code	Perfect hooking implementation
Sam Cameron	Code	Enemy tell implementation
Sam Cameron	Code	Hooking animation implementation
Sam Cameron	Code	Throwing animation implementation
Sam Cameron	Code	Ammo system update implementation
Sam Cameron	Code	Script upkeep and reformatting
Sarita Sou	Art	Perfect Hook Vfx
Sarita Sou	Art	Shield Vfx
Sarita Sou	Art	Attack Warning Vfx
Sarita Sou	Art	Black Hole Particles Vfx Update
Sarita Sou	Art	Black Hole Distortion Vfx Update
Sarita Sou	Art	Environment Vfx
Sarita Sou	Art	Environment detail
Sarita Sou	Art	Defensive wall VFX & masking
Tiggi Pengelly	Art	Updated hand topology
Tiggi Pengelly	Art	Updated hand texturing
Tiggi Pengelly	Art	Updated hand bones & rigging
Tiggi Pengelly	Art	Small pistol enemy concept art
Tiggi Pengelly	Art	Small shield enemy concept art
Tiggi Pengelly	Art	Small interceptor enemy concept art
Tiggi Pengelly	Art	Updated chain model
Tiggi Pengelly	Art	Animation consulting & assistance

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