GAME49333/401	49 - Team Mile	stone Task List								
lilestone 8	T 3	Due Date: 4/40/2024								
illescone 8	Team 2	Due Date: 1/10/2024								
eam Member	Department	Task (One task per line, be descriptive)								
bby Norris	Art	Interior Level Concept Art	*Complete this	document and s	submit a PDF or XL	.S version to the S	LATE Forum a we	ek before your t	eam's following mi	ilestone me
bby Norris	Art	Bridge ModKit fixes			and tasks before e					
bby Norris	Art	Base ModKit fixes			edit my version, r					
by Norris	Art	Detail interior VFX plan							ar rubric for detail	
rlo Tejeda	Code	Rework Blue Drone firing behaviour	***** Each team	member must	include all the wo	rk they are doing	or the milestone	- this could be a	task or deliverable	•
ırlo Tejeda	Code	Rework base Grunt combat behaviour								
rlo Tejeda rlo Tejeda	Code Code	Add "Stolen" Behaviour to Pistol Grunt Add "Stolen" Behaviour to Interceptor Grunt								
rris Dichmann	Design	Full Level Layout, Map, and Plan								
ris Dichmann	Production	Full Semester Team Plan and Schedule								
nris Dichmann	Production	Documentation Updates								
ris Dichmann	Design	Interior Level Design Metrics and ModKit layout								
m Cameron	Code	Bullet Code Update/Upkeep								
m Cameron	Code	Alternate Hook Controls Toggle								
m Cameron	Code	Updated Grappling Hook Mechanics								
rita Sou	Art	Pulse VFX								
arita Sou	Code	Timing the pulse for separate objects								
rita Sou rita Sou	Art Art	Armor Damage VFX Armor Break VFX								
rita Sou	Art	Nearly Exploding Indicator								
rita Sou	Art	Tutorial pop-up indicators								
rita Sou	Art	Ambient pulse shockwave/debris/dispersing lights vfx								
ggi Pengelly	Art	Hellfire Enemy Redesign Concept Art								
ggi Pengelly	Art	Hellfire Enemy Held Shield								
ggi Pengelly	Art	Hellfire Enemy Updated Animations								
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