GAME49333/40149 - Team Milestone Task List

Milestone 2	Team 2	Due Date:	10/4/2022

Team Member	Department	Tasks	
Abigail Norris	Art	Finalize low-poly versions of Modular Kit	
Abigail Norris	Art	Update Modular Kit with new pieces to fit Level Design	
Abigail Norris	Art	Create high-poly versions of Base Wall Kit pieces	
Abigail Norris	Art	Finalize the high-poly bake of Base Wall Kit pieces	
Abigail Norris	Art	Bug fixing - remove glitched geometry from high-poly bake	
Abigail Norris	Art	Complete textured versions of Base Wall Kit pieces	
Abigail Norris	Art	Finalize design of Base Floor Kit pieces	
Abigail Norris	Art	Complete textured versions of Base Floor Kit pieces	
Abigail Norris	Art	Create high-poly versions of relevant Nonessential Modular Kit pieces	
Abigail Norris	Art	Finalize the high-poly bake of all relevant Nonessential Modular Kit pieces	
Abigail Norris	Art	Complete textured versions of all Nonessential Modular Kit pieces	
Carlo Tejeda	Code	Create base behaviour functionality for in-game AI	
Carlo Tejeda	Code	Create behaviour path for when enemy AI is without a weapon, causing them to "seek" nearest weapon	
Carlo Tejeda	Code	Create "box dispenser" for enemy AI to path to which will redistributre a duplicate of their original weapon	
Carlo Tejeda	Code	Document the functionality of the base enemy AI behaviour script	
Carlo Tejeda	Code	Program specific AI behaviour for "Blue" Defensive Drone (Proof of Concept Prototype)	
Carlo Tejeda	Code	Program specific AI behaviour for "Red" Offensive Drone (Proof of Concept Prototype)	
Carlo Tejeda	Code	Implement functional pause screen	
Carlo Tejeda	Code	Implement functional start screen	
Carlo Tejeda	Code	Implement functional player health in adherence to UI design	
Carlo Tejeda	Production	Organize Team plan for SFX collaboration in the future	
Chris Dichmann	Design	Design basic behaviour tree outline for "Red" Offensive Drone (Proof of Concept Prototype)	
Chris Dichmann	Design	Create Design Document for first "Blue" Defensive Weapon (Proof of Concept Prototype)	
Chris Dichmann	Design	Create Design Document for first "Red" Offensive Weapon (Proof of Concept Prototype)	
Chris Dichmann	Production	Outline Team tasks & deliverables for Proof of Concept Build	
Chris Dichmann	Production	Update schedule & Trello with new Team Proof of Concept deliverables	
Chris Dichmann	Production	Complete Milestone 2 Task List	
Chris Dichmann	Production	Complete Milestone 2 Deliverables Document	
Chris Dichmann	Production	Complete Pitch Deck for the project	
Chris Dichmann	Production	Update documentation (Team Charter, Game Mechanics Outline, etc.)	
Sam Cameron	Code	Update Hook System to be more responsive (faster return, no longer runs full length of chain)	
Sam Cameron	Code	Update Pause Menu to be less system intensive (projection rather than alt camera)	
Sam Cameron	Code	Implement variable Hook timings - customize time it takes to pull weapon from enemy's hands	
Sam Cameron	Code	Implement bullet "capsules" - more forgiving hitboxes around bullets that allow for more generous hit detection	
Sam Cameron	Code	Implement variable spread - bullet spray pattern changes consistently as the player fires faster	

Sam Cameron	Code	Implement first "Blue" Defensive Weapon (Proof of Concept Prototype)
Sam Cameron	Code	Implement first "Red" Offensive Weapon (Proof of Concept Prototype)
Sam Cameron	Code	Update Throw mechanics to be more responsive - quicker player input, faster gun throw
Sam Cameron	Code	Implement Weapon Recoil - pulls camera as player shoots
Sam Cameron	Code	Bug fixing - update dummies to enable weapon-snatching
Sarita Sou	Audio	Create mockup Ambient Music Track
Sarita Sou	Audio	Implement final Ambient Music Track
Sarita Sou	Audio	Create mockup Battle Music Track
Sarita Sou	Audio	Create 2nd iteration of Battle Music Track
Sarita Sou	Audio	Convert Battle Music Track into an Adaptive Track
Sarita Sou	Art	Create UI Element for first "Blue" Defensive Weapon
Sarita Sou	Art	Create UI Element for first "Red" Offensive Weapon
Tiggi Pengelly	Art	Finalize character concept art
Tiggi Pengelly	Art	Finalize companion concept art
Tiggi Pengelly	Art	Model "Blue" Defensive Drone
Tiggi Pengelly	Art	Texture "Blue" Defensive Drone
Tiggi Pengelly	Art	Model "Red" Defensive Drone
Tiggi Pengelly	Art	Texture "Red" Defensive Drone
Tiggi Pengelly	Art	Model high-quality player arms for FPS use
Tiggi Pengelly	Art	Metrics-accurate "grip" model for use in all weapon creation
Tiggi Pengelly	Art	Metrics-accurate character model for use in graybox testing