GAME49333/40 <sup>-</sup>	149 - Team Mile	stone Task List								
all colors of	a	Des Date: 44 (20 (2022)								
Milestone 6	Team 2	Due Date: 11/30/2023								
Team Member	Department	Task (One task per line, be descriptive)								
Abigail Norris	Art	Bridge Underside high-poly models	*Complete this	document and s	submit a PDF or XI	LS version to the S	SLATE Forum a we	ek before your	team's following mi	lestone meeti
Abigail Norris	Art	Bridge Underside textured assets			and tasks before					
Abigail Norris	Art	Bridge Arch model update				make your own co				
Abigail Norris	Art	Bridge Arch texture							nar rubric for detail	
Abigail Norris	Art Art	Glass texture update Bridge Railing models	***** Each tea	m member must	include all the wo	rk they are doing	for the milestone	- this could be	a task or deliverable	
Abigail Norris Abigail Norris	Art	Bridge Railing Inodes								
Abigail Norris	Art	Bridge Rim textures								
Abigail Norris	Art	Grappling Hook Point model								
Abigail Norris	Art	Grappling Hook Point texture								
Carlo	Code	Implemented Energy Wall Break Animation (Damage and Time Based)								
Carlo	Code	Improved Small Enemy "Brain" Cover Behaviour (Makes it less predictable)								
Carlo Carlo	Code Code	Implemented Small Enemy Wander & Peek Behaviour Updated Enemy Base Script to Match Upcoming Enemy Types								
Lario Carlo	Code	Energy Wall Shader Prototype								
Carlo	Code	Small enemy base animations								
Carlo	Code	Enemy breakable hand shield								
Chris Dichmann	Production	Organize Capstone-wide playtest session								
Chris Dichmann	Production	Advertise Capstone-wide playtest session								
Chris Dichmann	Production	Organize team deliverables for playtest and MVP								
Chris Dichmann Chris Dichmann	Production Production	Game Design Document Team Project Plan Document								
Chris Dichmann	Design	Pistol Weapon Design Document								
Chris Dichmann	Design	Wall Grenade Launcher Weapon Design Document								
Chris Dichmann	Design	Temporary (playtest & MVP) tutorial level design layout								
Chris Dichmann	Design	Temporary (playtest & MVP) tutorial level design implemented								
Chris Dichmann	Design	MVP Level Chunk level design layout								
Sam Cameron	Code	Perfect Hook timing adjustment (more generous)								
Sam Cameron Sam Cameron	Code Code	Hookshot throw & return behaviour change (hold & release)  Grappling Point behavioiur update (space to release)								
Sam Cameron	Code	Hookshot chain behaviour update (distance changes are remembered and locked)								
Sam Cameron	Code	Grappling Point bug fixing (can jump from ground and swing peak)								
Sam Cameron	Code	Interceptor VFX update implementation (responds to bullets absorbed)								
Sam Cameron	Code	Interceptor behaviour update (charges outside of gun, projectile travels faster)								
Sam Cameron	Code	Interceptor projectile behaviour update (variable health states and explosion sizes)								
Sam Cameron Sam Cameron	Code Code	Pistol weapon implementation  Drone behaviour update (spirals on death)								
Sarita Sou	Code	Health Bar Impact Animation								
Sarita Sou	Art	Health Bar Impact Animation								
Sarita Sou	Art	Hitting metal enemy vfx								
Sarita Sou	Art	Hitting flesh enemy vfx								
Sarita Sou	Art	Interceptor explosion animation								
Sarita Sou	Art	Default circle reticle								
Sarita Sou Figgi Pengelly	Art Art	Keyboard icons Arm bones bug fixes								
Tiggi Pengelly	Art	Small enemy full base model								
Tiggi Pengelly	Art	Small enemy full rig with bones								
Tiggi Pengelly	Art	Small enemy w/ Pistol concept art								
Tiggi Pengelly	Art	Small enemy w/ Interceptor concept art								
Tiggi Pengelly	Art	Small enemy w/ Hellfire + shield concept art								
iggi Pengelly	Art	Small enemy shield model								

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