| CVWE40333/40 | 149 - Toam Mile | ostono Task List | | | | | | | | |
|--------------------------------|------------------|---|-----------------|----------------|--------------------|--------------------|-------------------|-------------------|-----------------------|-------------|
| GAME49333/40 | 149 - Team Mile | lestone Task List | | | | | | | | |
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| Milestone 12 | Team 2 | Due Date: 3/6/2024 | | | | | | | | |
| eam Member | Department | Task (One task per line, be descriptive) | | | | | | | | |
| bigail Norris | Art | Model Fancy Pillar | *Complete this | document and s | ubmit a PDF or XL | S version to the S | LATE Forum a we | ek before your | team's following mi | lestone mee |
| bigail Norris | Art | Texture Fancy Pillar and Create Materials in Unity | | | and tasks before e | | | | | |
| bigail Norris | Art | Model Platform Top | | | edit my version, r | | | | | |
| bigail Norris | Art | Model Large Platform Top | | | | | | | nar rubric for detail | |
| bigail Norris bigail Norris | Art Art | Model Platform Bases Texture All Platform Pieces | ***** Each tean | n member must | include all the wo | rk they are doing | for the milestone | - this could be a | task or deliverable | |
| bigail Norris | Art | Model Big Pipe Pieces | | | | | | | | |
| bigail Norris | Art | Texture Big Pipe Pieces | | | | | | | | |
| bigail Norris | Art | Implement Platform Pieces | | | | | | | | |
| bigail Norris | Art | Implement Big Pipe Pieces | | | | | | | | |
| arlo Tejeda | Code | Polish Enemies | | | | | | | | |
| arlo Tejeda | Code | Mechemy Scripting | | | | | | | | |
| arlo Tejeda arlo Tejeda | Code Code | "TheMini" Scripting Implementation of new hitboxes for armor | | | | | | | | |
| arlo Tejeda arlo Tejeda | Code | Enemy Optimization | | | | | | | | |
| hris Dichmann | Audio | VA effect references | | | | | | | | |
| hris Dichmann | Production | Final Cutscene Rough Storyboard | | | | | | | | |
| hris Dichmann | Design | Final Tutorial Sketch | | | | | | | | |
| hris Dichmann | Design | Outdoor Level Sketch | | | | | | | | |
| hris Dichmann | Design | Final Tutorial Graybox | | | | | | | | |
| hris Dichmann hris Dichmann | Design Design | Outdoor Level Graybox Alpha combat encounter rebalancing | _ | | | | | | | |
| am Cameron | Code | Throwable Exploding Barrels | | | | | | | | |
| am Cameron | Code | Double hook door breaking | | | | | | | | |
| am Cameron | Code | generic Breakable objects | | | | | | | | |
| am Cameron | Code | kicking + exploding damage for energy shields | | | | | | | | |
| am Cameron | Code | Implement "BulletShooter" script | | | | | | | | |
| iam Cameron | Code Art | generic "TakeDamage" bullet interaction Update Mechemy + vartian model | | | | | | | | |
| iggi Pengelly iggi Pengelly | Art | Update Mechemy + vartian Indoer Update Mechemy + vartian Skin weights/UV | | | | | | | | |
| iggi Pengelly | Art | Create Mechemy + Variant Textures | | | | | | | | |
| iggi Pengelly | Art | Create Player model + Uv + Rig | | | | | | | | |
| iggi Pengelly | Art | Create Player Textures | | | | | | | | |
| iggi Pengelly | Art | Create Exploding Barrel | | | | | | | | |
| iggi Pengelly | Art | Create Hookable Drones | | | | | | | | |
| iggi Pengelly iggi Pengelly | Art Art | Create Apostle Model + Uv + Rig Create Apostle Textures | _ | | | | | | | |
| iggi Pengelly | Art | Update Drone textures | | | | | | | | |
| arita Sou | Art | Shield Resisted Damage VFX | | | | | | | | |
| arita Sou | Art | Large Explosion VFX | | | | | | | | |
| arita Sou | Art | Water | | | | | | | | |
| arita Sou | Art | Shield Wall Shader Update | _ | | | | | | | |
| arita Sou arita Sou | Code Audio | Dialog Events & System Sound References | | | | | | | | |
| anta sou | Audio | South References | | | | | | | | |
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