GAME49333/40	149 - Team Mile	estone Task List									
Ailestone 5	Team 2	11/15/2023									
eam Member	Department	Task (One task per line, be descriptive)									
bigail Norris	Art	Indoor bridge environment concept art	*	*Complete this	locument and su	bmit a PDF or XI	S version to the S	I ATF Forum a we	ek before vour t	team's following mi	ilestone meet
Abigail Norris	Art	Base bridge section high-poly model				nd tasks before e		Little Fording We	en berore your t		Nescone meet
Abigail Norris	Art	Base bridge section texturing	**	***Do not ask fo	or permission to e	edit my version, n	nake your own co	ру			
Abigail Norris	Art	Widening bridge section high-poly model								nar rubric for detail	
Abigail Norris	Art	Widening bridge section texturing	*	***** Each team	member must in	clude all the wor	k they are doing	for the milestone	- this could be a	task or deliverable	è
Abigail Norris	Art	Wide bridge section high-poly model									
Abigail Norris	Art	Wide bridge section texturing									
Abigail Norris Abigail Norris	Art Art	Segmented bridge pieces high-poly model Segmented bridge pieces texturing									
Abigail Norris	Art	Bridge railing high-poly model									
Abigail Norris	Art	Bridge railing texturing									
Carlo Tejeda	Code	Wall grenade gun implementation									
Carlo Tejeda	Code	Defensive wall modelling									
Carlo Tejeda	Code	Defensive wall texturing									
Carlo Tejeda	Code	Defensive wall directional functionality									
Carlo Tejeda	Code	Defensive wall grenade bounce physics									
Carlo Tejeda	Code	Script refactoring for better documentation									
Carlo Tejeda	Code	Base small enemy AI									
Carlo Tejeda	Code Code	Shield small enemy AI Interceptor small enemy AI									
Carlo Tejeda Carlo Tejeda	Code	Placeholder responsiveness sound effects									
Chris Dichmann	Production	Milestone 5 Task List									
Thris 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 Sam Cameron	Design Code	Stinger Charge diagramming 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 reformating									
Sarita Sou	Art	Perfect Hook Vfx									
Sarita Sou Sarita Sou	Art Art	Shield Vfx Attack Warning Vfx									
Sarita Sou	Art	Black Hole Particles Vfx Update									
Sarita Sou	Art	Black Hole Distortion Vfx Update									
arita Sou	Art	Environment Vfx									
Sarita Sou	Art	Environment detail									
arita Sou	Art	Defensive wall VFX & masking									
iggi Pengelly	Art	Updated hand topology									
iggi Pengelly	Art	Updated hand texturing									
iggi Pengelly	Art	Updated hand bones & rigging									
iggi Pengelly	Art	Small pistol enemy concept art									
iggi Pengelly	Art	Small shield enemy concept art									
iggi Pengelly	Art Art	Small Interceptor enemy concept art Updated chain model									
Figgi Pengelly	Art	Animation consulting & assistance									
Tiggi Pengelly	AIL	Animodon consoleing & desistance									