GAME49333/40149 - Team Milestone Task List

Milestone 12	Team 2	Due Date: 3/6/2024
Team Member	**Department**	**Task (One task per line, be descriptive)**
Abigail Norris	Art	Model Fancy Pillar
Abigail Norris	Art	Texture Fancy Pillar and Create Materials in Unity
Abigail Norris	Art	Model Platform Top
Abigail Norris	Art	Model Large Platform Top
Abigail Norris	Art	Model Platform Bases
Abigail Norris	Art	Texture All Platform Pieces
Abigail Norris	Art	Model Big Pipe Pieces
Abigail Norris	Art	Texture Big Pipe Pieces
Abigail Norris	Art	Implement Platform Pieces
Abigail Norris	Art	Implement Big Pipe Pieces
Carlo Tejeda	Code	Polish Enemies
Carlo Tejeda	Code	Mechemy Scripting
Carlo Tejeda	Code	"TheMini" Scripting
Carlo Tejeda	Code	Implementation of new hitboxes for armor
Carlo Tejeda	Code	Enemy Optimization
Chris Dichmann	Audio	VA effect references
Chris Dichmann	Production	Final Cutscene Rough Storyboard
Chris Dichmann	Design	Final Tutorial Sketch
Chris Dichmann	Design	Outdoor Level Sketch
Chris Dichmann	Design	Final Tutorial Graybox
Chris Dichmann	Design	Outdoor Level Graybox
Chris Dichmann	Design	Alpha combat encounter rebalancing
Sam Cameron	Code	Throwable Exploding Barrels
Sam Cameron	Code	Double hook door breaking
Sam Cameron	Code	generic Breakable objects
Sam Cameron	Code	kicking + exploding damage for energy shields
Sam Cameron	Code	Implement "BulletShooter" script
Sam Cameron	Code	generic "TakeDamage" bullet interaction
Tiggi Pengelly	Art	Update Mechemy + vartian model
Tiggi Pengelly	Art	Update Mechemy + vartian Skin weights/UV
Tiggi Pengelly	Art	Create Mechemy + Variant Textures
Tiggi Pengelly	Art	Create Player model + Uv + Rig
Tiggi Pengelly	Art	Create Player Textures
Tiggi Pengelly	Art	Create Exploding Barrel
Tiggi Pengelly	Art	Create Hookable Drones
Tiggi Pengelly	Art	Create Apostle Model + Uv + Rig
Tiggi Pengelly	Art	Create Apostle Textures
Tiggi Pengelly	Art	Update Drone textures
Sarita Sou	Art	Shield Resisted Damage VFX
Sarita Sou	Art	Large Explosion VFX
Sarita Sou	Art	Water
Sarita Sou	Art	Shield Wall Shader Update
Sarita Sou	Code	Dialog Events & System
Sarita Sou	Audio	Sound References