

[TEAM NAME] TASK LIST

TOTAL EFFORT BY MILESTONE		TOTAL EFFORT BY RESOURCE		TASK STATUS	
Pre-Pro	56.5	Project Manager	0	Not Started	125
M1	100.2	Designer	Started	Started	16
M2	82.5	Programmer	0	50% Complete	5
Alpha	58.5	Artist	5	Complete	4
Beta	15	Audio	0	Cut	1
Final	0	Etc.	0		
TOTAL	312.7	TOTAL	5		

PRIORITY	TASK	OWNER	STATUS	TIME ESTIMATE (DAYS)	ACTUAL TIME (DAYS)	MILESTONE DUE
	ART			148.2		
	Characters			47.5		
A	Character Concepts	Noushin	50% Complete	3		Pre-Pro
A	Character Model	Noushin	Not Started	3		Pre-Pro
A	Specific Model Callouts & Turnarounds Basics	Noushin	Started	2.5		Pre-Pro
A	Character Polish	Noushin	Not Started	3		Alpha
A	Character Polish	Noushin	Not Started	3		Beta
A	Character Cinematics Version	Noushin	Not Started	2		Alpha
B	team member model 1	Noushin	Not Started	3		M2
B	team member model 2	Noushin	Not Started	3		M2
B	team member model 3	Noushin	Not Started	3		M2
B	team member model 4	Noushin	Not Started	3		M2
B	team member model 5	Noushin	Not Started	3		M2
C	team member model 6	Noushin	Not Started	3		M2
C	Character Hair Types: Long Hair Versions	Noushin	Not Started	2		Alpha
C	Character Hair Types: Short	Noushin	Not Started	2		Alpha
C	Character Outfits: Long Dresses	Noushin	Not Started	3		Alpha
C	Character Outfits: Shorts/Pants	Noushin	Not Started	3		Alpha
A	Character Model UV Mapping	Noushin	Not Started	1		M1
A	Character Model Texturing	Noushin	Not Started	2		M1
	Environment/Prop			55.7		
A	Enviro Concept 1	Noushin	Complete	0.5		Pre-Pro
A	Concept 2	Noushin	Started	1		Pre-Pro
A	Concept 3	Noushin	Started	1		Pre-Pro
A	Specific Model Callouts & Turnarounds Basics	Noushin	Not Started	4		Pre-Pro
A	Specific Model Callouts & Turnarounds Landmarks	Noushin	Not Started	3		M1
A	Rock 1, 2, 3 Model + textures	Noushin	Not Started	2		M1
A	Trees	Noushin	Not Started	3		M2
A	rivers	Noushin	Not Started	2		M1
A	waterfall	Noushin	Not Started	2		M2
A	small cube, medium & large	Noushin	Not Started	1		Pre-Pro
A	broken versions of cubes	Noushin	Not Started	1		M2
A	lush grass	Noushin	Not Started	1		M1
A	grass burnt, frozen, dried	Noushin	Not Started	0.5		M2
A	sand	Noushin	Not Started	1		M1
A	chains	Noushin	Not Started	0.7		M1
A	pipes	Noushin	Not Started	0.5		M1
A	gears	Noushin	Not Started	1		Alpha
A	icicles	Noushin	Not Started	0.5		Alpha
A	mountains	Noushin	Not Started	2		M1
A	wishing well	Noushin	Not Started	2		M1
A	skyboxes	Noushin	Not Started	4		Alpha
A	fence	Noushin	Not Started	1		M1
A	ladder	Noushin	Not Started	1		M1
A	Landmark 1	Noushin	Not Started	2		Alpha
A	Landmark 2	Noushin	Not Started	2		Alpha
A	Landmark 3	Noushin	Not Started	2		Alpha
A	Landmark 4	Noushin	Not Started	2		Alpha
A	Landmark 5	Noushin	Not Started	2		Alpha
A	Landmark 6	Noushin	Not Started	2		Alpha
A	Stone	Noushin	Not Started	1		Alpha
A	Rope	Noushin	Not Started	1		Alpha
A	Trim	Noushin	Not Started	1		Alpha
A	All Enviro Assets Polished	Noushin	Not Started	4		Beta
A	Bricks	Noushin	Not Started	1		Alpha
	Particles			19		
A	Rain Particle	Noushin	Not Started	1		M1
A	Snow Particle	Noushin	Not Started	1		M1
A	Steam Particle	Noushin	Not Started	1		M1
A	water pouring Particle	Noushin	Not Started	1		M1
A	footsteps Particle	Noushin	Not Started	1		M1
A	crumbling rocks	Noushin	Not Started	1		M2
A	magic 1	Noushin	Not Started	1		M2
A	magic 2	Noushin	Not Started	1		M2
A	magic 3	Noushin	Not Started	1		M2
A	lightning Particle	Noushin	Not Started	1		M2
A	fireflies Particle	Noushin	Not Started	1		Alpha
A	sparks Particle	Noushin	Not Started	1		M2
A	fog Particle	Noushin	Not Started	1		M2
A	Leaves Falling Particle	Noushin	Not Started	1		M2
A	ash Particle	Noushin	Not Started	1		M2
A	Unknown	Noushin	Not Started	1		Alpha
A	Unknown	Noushin	Not Started	1		Alpha
A	Unknown	Noushin	Not Started	1		Alpha
B	Unknown	Noushin	Not Started	1		Alpha
	Interface			10		
A	HUD Elements	Noushin	Not Started	2		M1
A	Controller / Instructions feedback	Noushin	Not Started	1		M2
A	Buttons & hover states	Noushin	Not Started	1		M1
B	Subtitles	Noushin	Not Started	1		Beta
A	About screen (website)	Noushin	Complete	1		Pre-Pro
A	Game Logo & Team Logo	Noushin	50% Complete	1		Pre-Pro
A	Credits Screen	Noushin	Not Started	1		Beta
A	Unknown	Noushin	Not Started	1		M1
B	game main menu	Noushin	Not Started	1		M1
	Animations			16		
A	Character Model Rigging	Noushin	Not Started	1		M1
A	Character Animation Walk	Noushin	Not Started	1		M2
A	Character Animation Jump	Noushin	Not Started	1		M2
A	Character Animation Lever Interaction	Noushin	Not Started	1		M2
A	Character Dying/Dead	Noushin	Cut	1		M2
A	Character Hurt	Noushin	Not Started	1		M2
A	Character Climbing	Noushin	Not Started	1		M2

A	Character moving head	Noushin	Not Started	1		M2
A	Clothing Rig Weight Painting	Noushin	Not Started	2		Beta
A	Character Element Scooping	Noushin	Not Started	1		M2
B	Environment Animation 2	Noushin	Not Started	1		M2
B	Animations Second Pass	Noushin	Not Started	3		Beta
B	Environment Animation 3	Noushin	Not Started	1		M2
DESIGN				78		
Game Design				78		
A	Design level 1	Drew, Erlend	Started	3		Pre-Pro
A	Grayblock level 1	Drew, Erlend	Started	1		Pre-Pro
B	Implement art assets level 1	Drew		2		M1
B	Implement particles level 1	Drew		1		M1
C	Implement lighting level 1	Noushin/Drew	Not Started	1		M1
C	Implement gameplay triggers level 1	Drew, Erlend		2		Pre-Pro
C	Design level 2	Drew, Erlend		2		Pre-Pro
C	Grayblock level 2	Drew, Erlend		2		M1
C	Implement art assets level 2	Drew		2		M1
B	Implement particles level 2	Drew		1		M1
C	Implement lighting level 2	Artist	Not Started	1		M1
C	Implement gameplay triggers level 2	Drew, Erlend		2		M1
C	Design level 3	Drew, Erlend		2		Pre-Pro
C	Grayblock level 3	Drew, Erlend		2		M1
C	Implement art assets level 3	Drew		2		M2
B	Implement particles level 3	Drew		1		M2
C	Implement lighting level 3	Artist	Not Started	1		M2
C	Implement gameplay triggers level 3	Drew, Erlend		2		M2
C	Design level 4	Drew, Erlend		2		Pre-Pro
C	Grayblock level 4	Drew, Erlend		2		M1
C	Implement art assets level 4	Drew		2		M2
B	Implement particles level 4	Drew		1		M2
C	Implement lighting level 4	Artist	Not Started	1		M2
C	Implement gameplay triggers level 4	Drew, Erlend		2		M2
C	Design level 5	Drew, Erlend		2		Pre-Pro
C	Grayblock level 5	Drew, Erlend		2		M1
C	Implement art assets level 5	Drew		2		M2
B	Implement particles level 5	Drew		1		M2
C	Implement lighting level 5	Artist	Not Started	1		M2
C	Implement gameplay triggers level 5	Drew, Erlend		2		M2
C	Design level 6	Drew, Erlend		2		Pre-Pro
C	Grayblock level 6	Drew, Erlend		2		M1
C	Implement art assets level 6	Drew		2		M2
B	Implement particles level 6	Drew		1		M2
C	Implement lighting level 6	Artist	Not Started	1		M2
C	Implement gameplay triggers level 6	Drew, Erlend		2		M2
A	Extended High Concept	Erlend	Complete	3		Pre-Pro
A	Design Document	Erlend, Drew	Started	5		M1
C	Storyline	Erlend	Started	3		M1
B	Environmental Triggers	Erlend, Drew	Not Started	2		M2
B	Environmental Puzzles	Erlend, Drew	Not Started	5		M1
PROGRAMMING				38.5		
Interface				5		
A	Implement menu screen functionality	Jacob	Not Started	2		M1
A	Implement option page	Jacob	Not Started	1		M1
A	Implement credit page	Jacob	Not Started	1		M1
A	Implement quit screen	Jacob	Not Started	1		M1
Gameplay Features				20.5		
C	Cube Counter	Jacob	Not Started	0.5		M1
A	Cube Rotation	Jacob	50% Complete	2.5		Pre-Pro
A	Switch Implementation	Laarni	50% Complete	2		Pre-Pro
A	Multiple Switch Movement	Laarni	50% Complete	2		Pre-Pro
A	Single Switch Movement	Laarni	Started	2		Pre-Pro
B	Third Person Camera	Laarni	Started	0.5		Pre-Pro
B	First Person Camera	Laarni	Started	0.5		Pre-Pro
C	Traps	Laarni & Jacob	Not Started	3		M1
C	Puzzles	Laarni & Jacob	Not Started	3		M1
A	Physics	Laarni & Jacob	Not Started	3.5		M1
A	Error Checking	Laarni & Jacob	Not Started	~		Alpha
A	Bug Checking	Laarni & Jacob	Not Started	~		Beta
A	Challenge Mode	Laarni & Jacob	Not Started	1		Alpha
Implementations				11		
A	Art Assets - Placeholders	Laarni	Started	2		M2
A	Art Assets - Final	Laarni & Jacob	Not Started	2		Alpha
A	Audio Assets	Laarni & Jacob	Not Started	3		Alpha
A	World Transitions	Laarni & Jacob	Not Started	3		M2
B	Game Interface	Jacob	Not Started	1		M2
Animations				2		
A	Character Animations	Laarni & Jacob	Not Started	1		M1
B	Static Mesh Objects	Laarni & Jacob	Started	1		M2
AUDIO				14		
Music				3		
A	Create level 1 soundtrack song	Truong	Not Started	3		M1
A	Create level 2 soundtrack song	Truong	Not Started	3		M1
A	Create level 3 soundtrack song	Truong	Not Started	2		Alpha
A	Create level 4 soundtrack song	Truong	Not Started	2		Alpha
A	Create level 5 soundtrack song	Truong	Not Started	2		Alpha
A	Create level 6 soundtrack song	Truong	Not Started	2		Alpha
B	Create menu music	Truong	Not Started	1		M1
Sound FX				11		
A	Create character sound fx	Truong	Not Started	3		M1
A	Fine tune character sound fx	Truong	Not Started	1		Alpha
A	Create environment sound fx 1	Truong	Not Started	3		M1
C	Create environment sound fx 2	Truong	Not Started	3		M2
C	Create menu sound fx	Truong	Not Started	1		M1
PRODUCTION				22		
A	Create milestone document for M1	Truong	Not Started	3		M1
A	Update GDD for Beta	Erlend	Not Started	1		Beta
A	Update schedule and deliverables in Prod Plan	Truong	Started	2		M1
A	Update schedule and deliverables in Prod Plan	Truong	Not Started	2		M2
A	Update schedule and deliverables in Prod Plan	Truong	Not Started	2		Alpha
B	Website domain & front page	Erlend	Complete	3		Pre-Pro
B	General posting (progress log)	Erlend	Started	3		Pre-Pro
A	Art Bible	Noushin	Started	4		Pre-Pro
B	PR sprint	Erlend	Started	2		M1