

Period: 1 and 2

Project Manager & DBA	Brandon Hendricks & Frankie Komarnitzky
Dialog/Script Writer & code/create GUI text/character text/captions/signposts/etc.	Joeshua M.
Player Movement/Animation/Camera- Must do another job as well if you use outside assets	Matthew Crowell- work with Odin to ensure weapons are compatible
Menu- Must do another job as well	Zak Dicce
Level/Scene/Area 1	Brandon Hendricks
Level/Scene/Area 2	Brandon Hendricks
Level/Scene/Area 3	Constantine Gonos
Level/Scene/Area 4	Constantine Gonos
Level/Scene/Area 5	Cameron Travis
Level/Scene/Area 6	Cameron Travis
Level/Scene/Area 7	Cameron Travis
Level/Scene/Area 8	Christopher Tompkins
Level/Scene/Area 9	Christopher Tompkins
Level/Scene/Area 10	Christopher Tompkins
Credit Screen- Must do another job as well	Bobby B.
XP System	Ashton Anderson- Goes w/ ability tree
Inventory System	David Carter
Enemy AI/Animation/Attack 1	Nathan Price
Enemy AI/Animation/Attack 2	Arath Q.
Enemy AI/Animation/Attack 3	Joeshua M.
Boss/Attack- Including Health Bar	Tristan R.
Ability System/Skill Tree- Powers/Skills	Ashton Anderson
Health System	Brendan Garabrant
Day/Night Cycle- Must do another job as well	David Carter
Weapons – should be a part of same asset pack player comes from unless you build your own animations.	Odin Livingston- work with Matthew to ensure player is compatible
Lives System	Odin Livingston
Local Save/Load System	Nathan Price
Room Transition System (portals, completion, sign posts, map, boats, vehicle, etc.)	Odin Livingston
Main Quest	Zak Dicce
Side Quest	Kohlton Fennell
NPC 2 - AI & animation & optional dialogue	Bobby B.
NPC 3 - AI & animation & optional dialogue	Christopher Taylor
Audio	Ethan S. – Music Matthew C- Effects
Score and/or Money System (optional)	Christopher Taylor – If needed – speak with PM & Script Writer to find out
Character Select System (optional)	Brendan Garabrant - if you get done w/ main role go to this after
Character Design/Concept Art (2D)	Beth A.