**How to use:**

Open a new, blank Word doc. Copy your job roles only onto the new Word doc. Fill in all dates and submit for approval. **Be sure you reference the “Job Descriptions” dates prior to setting goals.**

**Design Project Manager Checklist**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Large Meeting – Decide Genre |  |  |
| Large Meeting – Choose 3 Requirements from list |  |  |
| Large Meeting – Decide overall goals |  |  |
| Team Meeting – Discuss overall design and story with Concept Artist & Story Writer. Set goals & deadlines for both.  |  |  |
| Trello Board (w/code PM) |  |  |
| Team Meeting – Work to find all-inclusive asset pack with 2-5 people on your team (concept artist should be on this team). 1GB or less.  |  |  |
| Download asset pack to flash drive- name properly! Have a separate folder for each asset so everything is clear. Example: NPC1 is named exactly that within a “character” folder.  |  |  |
| Work with concept artist to make a list of items/textures/environmental aspects are in the asset pack so they know what type of look they can incorporate. |  |  |
| One on One – Go over each code job responsibilities one on one with each person. |  |  |
| Team Meeting – Ensure all scene people know they should be working on certifications while art and story work on their pieces.  |  |  |
| Report-out documentation  | DONE THROUGHOUT  |  |
| Create Workshop Presentation Including Learning Activity |  |  |

**Code Project Manager Checklist**

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| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Large Meeting – Decide Genre |  |  |
| Large Meeting – Choose 3 Requirements from list |  |  |
| Large Meeting – Decide overall goals |  |  |
| One on One – Go over each code job responsibilities one on one with each person. |  |  |
| Trello Board (w/code PM) |  |  |
| Team Meeting – Find one code sequence that meets all the requirements of the game |  |  |
| Team Meeting - Create a list of the tutorials with video numbers and links and who is responsible for each one. Set due dates for each! |  |  |
| Team Meeting – Ensure all scene people know they should be working on certifications while art and story work on their pieces.  |  |  |
| Report-out documentation  | DONE THROUGHOUT |  |
| Create Workshop Presentation Including Learning Activity |  |  |

**Dialog/Script Writer**

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| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Write main quest/point of game |  |  |
| Write all dialogue and story for game including what will be done in EACH scene |  |  |
| Upload script and story to OneDrive |  |  |
| Meet one on one with concept artist & each scene person about what will happen in scenes |  |  |
| Code player dialogue/text (if applicable) |  |  |
| Create Workshop Presentation Including Learning Activity |  |  |

**Concept Art/Designer**

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| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Work with script writer to understand what is happening in each scene and what the overall look/feel requirements will be |  |  |
| Meet with NPC/Enemy/Player to ensure they understand the overall look of the game when choosing models |  |  |
| Draw Mock-up of look for Main Menu |  |  |
| Draw Mock-up/basic look of Scene 1 (must only include items that are readily available in asset pack) | Must be done within FIRST TWO WEEKS |  |
| Draw Mock-up/basic look of Scene 2 (must only include items that are readily available in asset pack) |  |  |
| Draw Mock-up/basic look of Scene 3 (must only include items that are readily available in asset pack) |  |  |
| Draw Mock-up/basic look of Scene 4 (must only include items that are readily available in asset pack) |  |  |
| Draw Mock-up/basic look of Scene 5 (must only include items that are readily available in asset pack) |  |  |
| Draw Mock-up/basic look of Scene 6 (must only include items that are readily available in asset pack) |  |  |
| Draw Mock-up/basic look of Scene 7 (must only include items that are readily available in asset pack) |  |  |
| Draw Mock-up/basic look of Scene 8 (must only include items that are readily available in asset pack) |  |  |
| Draw Mock-up/basic look of Scene 9 (must only include items that are readily available in asset pack) |  |  |
| Draw Mock-up/basic look of Scene 10 (must only include items that are readily available in asset pack) |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Player Movement**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find or Create Player Asset – can work with design PM on this if preferred.  |  |  |
| Find acceptable & current tutorial |  |  |
| Create a scene called “Player\_Scene” in main Scene folder – test everything in that scene  |  |  |
| Movement – ensure scripts are named properly |  |  |
| Animation for all movement (walk, run, jump, etc.) |  |  |
| Main Camera |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Write a “Controls” document |  |  |
| Write applicable instructions your team members need to know (what all needs to be copy and pasted into each scene to properly function – example: main camera & character prefab that already has all code and animator attached) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Let PMs know your piece is in so they can begin to distribute main file to all other team members | Must be prior to END OF SEPTEMBER (October if your team agrees) |  |
| Work on Certifications 2nd semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Menu & Credit Screen**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorial |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create Menu Screen (fully functional with start, end, and optional level select) |  |  |
| Create Credit Screen (include all team members names and roles) |  |  |
| Export & Import into game properly & code menu to first scene and credit to show up after final scene.  |  |  |
| Create Workshop Presentation Including Learning Activity |  |  |

**Enemy 1**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find or Create Enemy Asset |  |  |
| Find acceptable & current tutorial |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create a scene called “Enemy1\_Scene” in main Scene folder – test everything in that scene. Ensure the Player is in that scene for testing how code affects player. |  |  |
| Movement – ensure scripts are named properly |  |  |
| Animation for all movement (Wander AI, chase, fight/attack, etc.) All that is applicable! |  |  |
| Dialogue (if applicable) |  |  |
| Attack – including debugging and working with health person on damage to player. Health person will create damage variables/code but you must make changes to these variables if your enemy damage varies from base code. |  |  |
| Health bar or displayed health points (OPTIONAL) |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Place in all scenes your enemy needs to be in – in appropriate locations based on what is happening in that scene |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Enemy 2**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find or Create Boss Asset |  |  |
| Find acceptable & current tutorial |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create a scene called “Enemy2\_Scene” in main Scene folder – test everything in that scene. Ensure the Player is in that scene for testing how code affects player. |  |  |
| Movement – ensure scripts are named properly |  |  |
| Animation for all movement (Wander AI, chase, fight/attack, etc.) All that is applicable! |  |  |
| Dialogue (if applicable) |  |  |
| Attack – including debugging and working with health person on damage to player. Health person will create damage variables/code but you must make changes to these variables if your enemy damage varies from base code. |  |  |
| Health bar or displayed health points (OPTIONAL) |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Place in all scenes your enemy needs to be in – in appropriate locations based on what is happening in that scene |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Boss**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find or Create Enemy Asset |  |  |
| Find acceptable & current tutorial |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create a scene called “Boss\_Scene” in main Scene folder – test everything in that scene. Ensure the Player is in that scene for testing how code affects player. |  |  |
| Movement – ensure scripts are named properly |  |  |
| Animation for all movement (Wander AI, chase, fight/attack, etc.) All that is applicable! |  |  |
| Dialogue (if applicable) |  |  |
| Attack – including debugging and working with health person on damage to player. Health person will create damage variables/code but you must make changes to these variables if your enemy damage varies from base code. |  |  |
| Health bar  |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Place in all scenes the boss needs to be in – in appropriate location(s) based on what is happening in that scene |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Player Health System**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorial with the rest of the coding team – must be a sequence. Determine which videos apply to your area – plan with the rest of the team on who does which video(s). |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Use the Scene “Player\_Scene” from main asset pack. Do File- Save Scene As- “Player\_Health” |  |  |
| Health bar or Text display of health integer  |  |  |
| Code enemy damage variables that will hurt the player and be easily applicable to the enemy |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Write applicable instructions your team members need to know (let enemy and boss people know how your health code can be used by them – what variable and if statements do they need to put in for their enemies to hurt the player – if the enemies have varying damage work with enemy people to ensure they understand how to adjust your variables) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Attach code scripts and all applicable pieces to player in every scene |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Day/Night Cycle & Room Transition System**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorials – one for Day/Night and one for Room Transitions |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create a scene called “Day\_Night\_Scene” in main Scene folder – test everything in that scene.  |  |  |
| Code Day and Night Cycle |  |  |
| Code room transition based on victory condition of each room (all enemy’s dead, find an object, solve a puzzle, etc.) |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Put sun/moon and applicable scripts in EVERY scene.  |  |  |
| Put room transitions code/assets in EVERY scene. Must ensure scene transition works for all scenes in the order intended! |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Player Attack**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorial |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Use the Scene “Player\_Scene” from main asset pack. Do File- Save Scene As- “Player\_Attack” |  |  |
| Animation for attack |  |  |
| Attack – including debugging and working with enemy person to ensure your attack does in fact do damage to the enemy. You will code damage variables/code.Attack can include projectiles, melee, or a combination- must do all related to player attack. This includes switching weapons if that is applicable. Only thing not included is spell cast which is separate. |  |  |
| Text display of how much each attack is doing (OPTIONAL)  |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Attach code scripts and all applicable pieces to player in every scene |  |  |
| Debug/test once imported to be sure no pieces are missing. Test with enemy! |  |  |
| Create Workshop Presentation including learning activity |  |  |

**NPC 1**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find or Create NPC Asset |  |  |
| Find acceptable & current tutorial |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create a scene called “NPC1\_Scene” in main Scene folder – test everything in that scene. Ensure the Player is in that scene for testing how code affects player. |  |  |
| Movement – (Wander AI, chase, etc.). If your NPC is in a stationary spot only you don’t have to do movement (example it stays in the same spot and player must find it as part of a quest) |  |  |
| Animation for all movement (if applicable) |  |  |
| Dialogue - can say one specific thing (give a quest) or interact with character – give options for character to respond and/or accept/deny quest. YOU CODE EVERYTHING TO DO WITH THIS DIALOGUE SYSTEM & TEST WITH PLAYER. |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Place in all scenes your NPC needs to be in – in appropriate locations based on what is happening in that scene |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Create Workshop Presentation including learning activity |  |  |

**NPC 2**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find or Create NPC Asset |  |  |
| Find acceptable & current tutorial |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create a scene called “NPC2\_Scene” in main Scene folder – test everything in that scene. Ensure the Player is in that scene for testing how code affects player. |  |  |
| Movement – (Wander AI, chase, etc.). If your NPC is in a stationary spot only you don’t have to do movement (example it stays in the same spot and player must find it as part of a quest) |  |  |
| Animation for all movement (if applicable) |  |  |
| Dialogue - can say one specific thing (give a quest) or interact with character – give options for character to respond and/or accept/deny quest. YOU CODE EVERYTHING TO DO WITH THIS DIALOGUE SYSTEM & TEST WITH PLAYER. |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Place in all scenes your NPC needs to be in – in appropriate locations based on what is happening in that scene |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Create Workshop Presentation including learning activity |  |  |

**NPC 3**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find or Create NPC Asset |  |  |
| Find acceptable & current tutorial |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create a scene called “NPC3\_Scene” in main Scene folder – test everything in that scene. Ensure the Player is in that scene for testing how code affects player. |  |  |
| Movement – (Wander AI, chase, etc.). If your NPC is in a stationary spot only you don’t have to do movement (example it stays in the same spot and player must find it as part of a quest) |  |  |
| Animation for all movement (if applicable) |  |  |
| Dialogue - can say one specific thing (give a quest) or interact with character – give options for character to respond and/or accept/deny quest. YOU CODE EVERYTHING TO DO WITH THIS DIALOGUE SYSTEM & TEST WITH PLAYER. |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Place in all scenes your NPC needs to be in – in appropriate locations based on what is happening in that scene |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Audio**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorials  |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create a scene called “Audio\_Test\_Scene” in main Scene folder – test everything in that scene. You will need to export/import this scene – it is just for testing. |  |  |
| Find or create Audio for all 10 scenes, Menu Screen, and Credits |  |  |
| Put all audio pieces in game |  |  |
| Add to each scene, loop as appropriate, adjust volume and do any applicable code/audio listener required. |  |  |
| Optional: Will do actual MP3 dialogue **if applicable** to story- this includes recording voice overs and adding into the game with any applicable coding/audio listener. |  |  |
| Debug/test once imported to be sure no pieces are missing and audio plays properly on each level. |  |  |
| Create Workshop Presentation including learning activity |  |  |

**CHOOSE THREE FROM BELOW THE OTHER ROLES MAY NOT BE DONE DEPENDING ON YOUR BUILD**

**Cinematic/Cut Scenes**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorials  |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Create a scene called “Cinematic1\_Scene” in main Scene folder. You will need one for every cutscene you do so continue to name appropriately and clearly.  |  |  |
| Create all applicable cutscenes – work with story write, PMS, and concept artist to determine these scenes.  |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Debug/test once imported – code/setup to actually be played when appropriate. Then link to next scene(s). |  |  |
| Create Workshop Presentation including learning activity |  |  |

**XP and Skill Tree**

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| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorial with the rest of the coding team – must be a sequence. Determine which videos apply to your area – plan with the rest of the team on who does which video(s). |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Use the Scene “Player\_Scene” from main asset pack. Do File- Save Scene As- “Player\_XP” |  |  |
| Code XP to increase and when player levels up – including how the player gets XP (must complete the code to link to enemy deaths, finding objects, completing quests, etc.) |  |  |
| Code Skill/Abilities Tree – including the increased damage or whatever happens when the skill is applied.  |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Write descriptions of how the player levels up and each ability/skill and how if effects the game.  |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Attach code scripts and all applicable pieces to player in every scene |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Inventory**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorial with the rest of the coding team – must be a sequence. Determine which videos apply to your area – plan with the rest of the team on who does which video(s). |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Use the Scene “Player\_Scene” from main asset pack. Do File- Save Scene As- “Player\_Inventory” |  |  |
| Determine what the inventory will be used for (weapons, consumables, outfits, etc.) |  |  |
| Find or create assets for all inventory items – only exceptions are consumables which is completed by a different position and weapons which are done by Player Attack. |  |  |
| Code Pick Up & Item Drop |  |  |
| Code Inventory- GUI, panels, moving items around within inventory, use/equip an item, etc. Anything that is applicable to inventory you must code and complete.  |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Type up information on controls to use inventory.  |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Attach code scripts and all applicable pieces to player in every scene |  |  |
| Debug/test once imported to be sure no pieces are missing |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Spell Cast System**

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| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorial with the rest of the coding team – must be a sequence. Determine which videos apply to your area – plan with the rest of the team on who does which video(s). |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Use the Scene “Player\_Scene” from main asset pack. Do File- Save Scene As- “Player\_SpellCast” |  |  |
| Animation for spell cast (if applicable) |  |  |
| Code- how player can choose a spell, available spells, cast, and damage to the enemy. |  |  |
| Text display of how much damage each spell is doing (OPTIONAL)  |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Type up information on controls to use to cast spells. |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Attach code scripts and all applicable pieces to player in every scene.  |  |  |
| Debug/test once imported to be sure no pieces are missing. Test with enemy! |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Consumables/Collectibles**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorial with the rest of the coding team – must be a sequence. Determine which videos apply to your area – plan with the rest of the team on who does which video(s). |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Use the Scene “Player\_Scene” from main asset pack. Do File- Save Scene As- “Player\_Consumables” |  |  |
| Find or create consumable assets |  |  |
| Code- how player can collect or pick up a consumable, how player accesses and uses the consumable, code the consumable itself- increase to health, damage, etc. (also how it stores items if no inventory system).  |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Type up information on controls to use consumables |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Attach code scripts and all applicable pieces to player in every scene.  |  |  |
| Debug/test once imported to be sure no pieces are missing.  |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Money or Currency System**

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| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorial with the rest of the coding team – must be a sequence. Determine which videos apply to your area – plan with the rest of the team on who does which video(s). |  |  |
| Work on Certifications 1st semester – goal is to earn at least one certification while we work on this project  |  |  |
| Use the Scene “Player\_Scene” from main asset pack. Do File- Save Scene As- “Player\_Money” |  |  |
| Find or create assets related to money system (this includes items you can buy) |  |  |
| Code- how player can earn money, how they access money, items they can buy, and what those items do (unless they are consumables done by another role – if they are weapons you must work with player attack to assist with coding). |  |  |
| Comment every line of code (even if from asset pack) |  |  |
| Type up information on how to buy/sell |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Attach code scripts and all applicable pieces to applicable scenes – if there is a store set everything up in that store.  |  |  |
| Debug/test once imported to be sure no pieces are missing.  |  |  |
| Create Workshop Presentation including learning activity |  |  |

**Scene (all scenes)**

|  |  |  |
| --- | --- | --- |
| **Task** | **Goal to Complete (Date)** | **Completed (Date)** |
| Find acceptable & current tutorials  |  |  |
|  |  |  |
| Create a scene called “Level\_1” (change to your applicable level number) in main Scene folder. |  |  |
| Meet with Concept Artist and ensure you fully understand all requirements for your scene |  |  |
| Read game script ensure you fully understand all requirements for your scene |  |  |
| Create Terrain – Move it to scene folder and rename “Terrain\_Level\_1” (change number to your scene number) |  |  |
| Add appropriate textures to your terrain |  |  |
| Create scene including all mountains, buildings, water, villages, etc.  |  |  |
| Include at least one hidden item in your scene (can be something the player can use or just something fun or interesting to find that is not functional) |  |  |
| Add player & main camera from original file to your scene |  |  |
| Ensure all applicable collisions work with the player (walls, trees, etc. should all have colliders) |  |  |
| Code anything involving your scene only (portals to different area of same scene, open/close doors, etc.) |  |  |
| Export all pieces relating to your piece including the scene you created for testing |  |  |
| Import all pieces into main game build – don’t just copy and paste – import properly |  |  |
| Debug/test once imported to be sure no pieces are missing | Must be prior to Dec. 2nd  |  |
| Create Workshop Presentation including learning activity |  |  |
| Work on Certifications 2nd semester – goal is to earn at least one certification while we work on this project  |  |  |