

Elephant - Beta Milestone - 9/17/2018

Deliverables

- Level 1**
 - [591](#) - Squid Reveal Sequence – YP
 - [585](#) - Robot sequence – SK
 - [759](#) – Office Story Pickup – SK
 - [586](#) – Computer Reveal – AH
- Level 3**
 - [733](#) – Bass Animated – DC
 - [734](#) – Drums Animated – DC
 - [602](#) – Singer Performance – Polish – YP
- Level 2**
 - [475](#) – Spyglass sequence world FX – SK
 - [758](#) – Level 2 Story Pickup – SK
- Menus**
 - [811](#) – Frontend: Title Screen – SK
- Ready Room**
 - [746](#) – Polish Added Ready Room Features – CL
- Multiplayer VR Functionality**
 - [406](#) – Spectator mode features VR – YP
 - [413](#) – Spectator mode UI – YP
 - [652](#) – VR teleporting pass – DF
 - [87](#) – Phantom shift FX – DF
 - [179](#) – PS4 Voice Chat – RK
 - [181](#) – Voice Chat – RK
- VR Morgan Looks**
 - [297](#) – 3P P. Character gamepad visuals – ENG – RK
 - [297](#) – 3P P.Character gamepad visuals – ART – AH
- Localization**
 - [736](#) - Language selection option for testing – DF
- Private Match**
 - [773](#) – Implement private match – DB
- Achievements**
 - [752](#) – Achievements hooked up – JG
- Misc**
 - [306](#) – TRC compliant saving/loading – RK
 - [664](#) – Heavy attack VR FX – RK
 - [804](#) – PSVR controls – JG
 - [805](#) – Vive controls – JG
 - [779](#) – Wrench: Impact Reaction – DF
 - [778](#) – Wrench: Heavy attack – DF
 - [772](#) – VR/Non-VR Menu Flow – DF

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Resource Overview

YP: 22h – 3 days

- [406](#) – Spectator mode features VR – 12h
- [413](#) – Spectator mode UI – 6h
- [591](#) - Squid Reveal Sequence – 2h
- [602](#) – Singer Performance – Polish – 2h

SK: 24h – 3 days

- [811](#) – Frontend: Title Screen – 8h
- [475](#) – Headset sequence world FX – 4h
- [759](#) – Level 1 Story Pickup – 2h
- [758](#) – Level 2 Story Pickup – 2h
- [585](#) – Robot sequence – 8h

DF: 22h – 3 days

- [736](#) - Language selection option – 6h
- [87](#) – Phantom shift FX – 3h
- [652](#) – VR teleporting pass – 3h
- [772](#) – VR/Non-VR Menu Flow – 8h
- [779](#) – Wrench: Impact Reaction – 1h
- [778](#) – Wrench: Heavy attack – 1h

DC: 48h – 6 days

- [733](#) – Bass Animated – 24h
- [734](#) – Drums Animated – 24h

DB: 32h – 4 days

- [773](#) – Implement private match – 32h

JG: 22h - 3 days

- [752](#) – Achievements hooked up – 16h
- [804](#) – PSVR controls – 1h
- [805](#) – Vive controls – 5h

RK: 64h – 8 days

- [179](#) – PS4 Voice Chat – 16h
- [181](#) – Voice Chat – 24h
- [306](#) – TRC compliant saving/loading – 24h
- [297](#) – 3P P. Character gamepad visuals – ENG – 8h
- [664](#) – Heavy attack VR FX – 3h

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Schedule

Monday 9/10	Tuesday 9/11	Wednesday 9/12	Thursday 9/13	Friday 9/14
	<ul style="list-style-type: none"><input type="checkbox"/> Ready Room<input type="checkbox"/> Localization	<ul style="list-style-type: none"><input type="checkbox"/> Multiplayer VR Functionality<input type="checkbox"/> Menus	<ul style="list-style-type: none"><input type="checkbox"/> Level 1<input type="checkbox"/> Level 2<input type="checkbox"/> Level 3	<ul style="list-style-type: none"><input type="checkbox"/> Private Match<input type="checkbox"/> Achievements<input type="checkbox"/> VR P. Character Looks<input type="checkbox"/> Misc