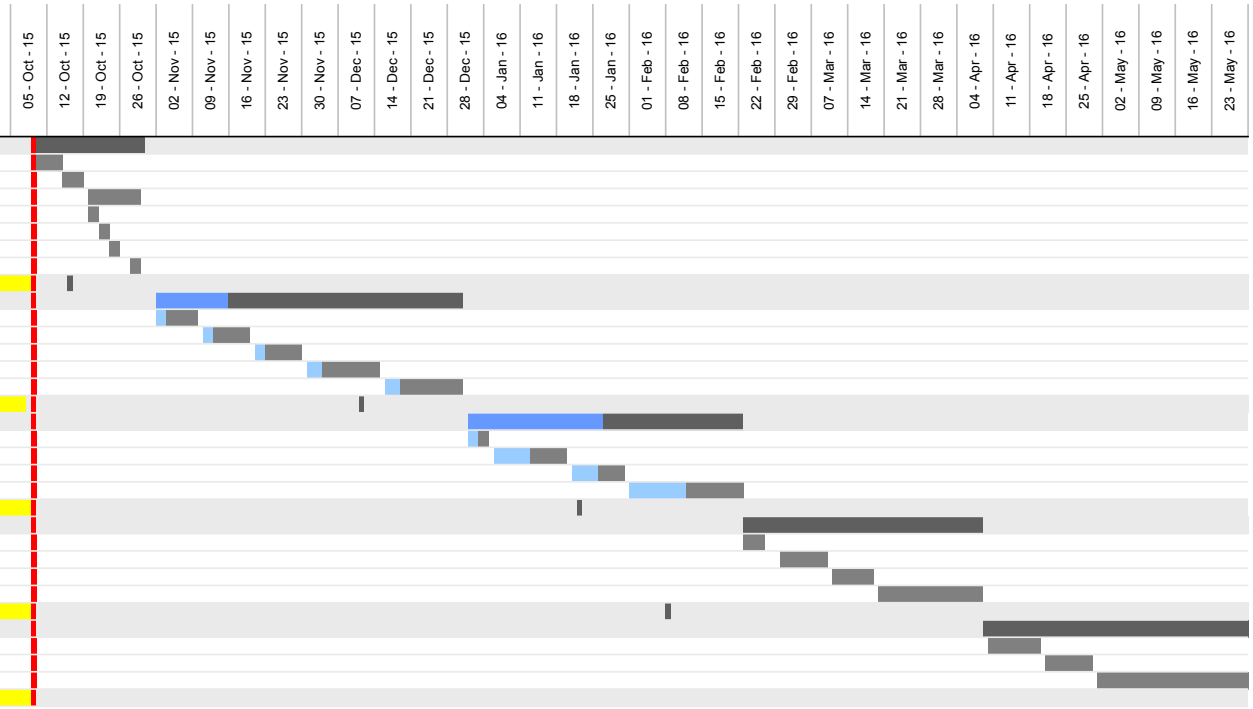
[Double Project]

Today's Date: 09/10/15 Friday
(vertical red line)

Project Lead: [Matt Laurence]
Start Date: 09/10/15 Friday

First Day of Week (Mon=2): 2

WBS	Tasks	Task Lead	Start	End	Duration (Days)	% Complete	Working Days	Days Complete	Days Remaining
1	**Game Rules & Research**	[Matt]	10/10/15	01/11/15	21	0%	15	0	21
1.1	Game Objective and Rules		10/10/15	15/10/15	5	0%	4	0	5
1.2	Research other games		15/10/15	18/10/15	4	0%	2	0	4
1.3	Design		20/10/15	30/10/15	10	0%	9	0	10
1.3.1	Character Design		20/10/15	22/10/15	2	0%	3	0	2
1.3.2	Level Design		22/10/15	24/10/15	2	0%	2	0	2
1.3.3	Gun Design		24/10/15	26/10/15	2	0%	1	0	2
1.3.4	Pickups Design		28/10/15	30/10/15	2	0%	3	0	2
2	**Assignment 1**	[Matt]	16/10/15	16/10/15	1	25%	1	0	1
3	**Basic Game Mechanics**	[Matt]	02/11/15	30/12/15	59	25%	43	14	45
3.1	Player and Camera controller		02/11/15	10/11/15	8	25%	7	2	6
3.2	Gun Systems		11/11/15	20/11/15	9	25%	8	2	7
3.3	Enemies & Spawning		21/11/15	30/11/15	9	25%	6	2	7
3.4	Damage System		01/12/15	15/12/15	14	25%	11	3	11
3.5	Enemy Attacks		16/12/15	30/12/15	15	25%	11	3	12
4	**Assignment 2**	[Matt]	11/12/15	11/12/15	1	50%	1	0	1
5	**Models & Animation**	[Matt]	01/01/16	22/01/16	53	50%	16	26	27
5.1	Character		01/01/16	05/01/16	4	50%	3	2	2
5.2	Enemies		06/01/16	20/01/16	14	50%	11	7	7
5.3	Weapons		21/01/16	31/01/16	10	50%	7	5	5
5.4	Level Objects		01/02/16	22/02/16	22	50%	16	11	11
6	**Assignment 3**	[Matt]	22/01/16	22/01/16	1	0%	1	0	1
7	**Title Screens & Menu's**	[Matt]	23/02/16	08/04/16	46	0%	34	0	46
7.1	Death Screen		23/02/16	27/02/16	4	0%	4	0	4
7.2	Pause Menu		01/03/16	10/03/16	9	0%	8	0	9
7.3	Main Menu		11/03/16	19/03/16	8	0%	6	0	8
7.4	Cutscenes		20/03/16	08/04/16	20	0%	15	0	20
8	**Assignment 4**	[Matt]	08/02/16	08/02/16	1	0%	1	0	1
9	**Loose Ends**	[Matt]	09/04/16	01/06/16	54	0%	38	0	54
9.1	Gun Pickups		10/04/16	20/04/16	10	0%	8	0	10
9.2	Special Pickups		21/04/16	30/04/16	9	0%	7	0	9
9.3	Bug Tests		01/05/16	01/06/16	30	0%	23	0	30
10	**Assignment 5**	[Matt]	01/06/16	01/06/16	1	0%	1	0	1



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