

ID	Task	Predecessor (Refer to ID)	Time estimates			Expected Time (In Weeks)	Resources
			Optimistic (O)	Normal (M)	Pessimistic (P)		
1	Concept art for game assets	-	1	1	2	1	Paper, Pen
1.1	Draw out assets	-	1	1	2	1	Paper, Pen
2	2D Modeling	1	1	1	2	1	Maya, Blender
3	Base Game Framework	-	1	2	3	2	Visual Studio
3.1	General Playboard set-up	-	1	1	2	1	Visual Studio
3.2	Base Match 3 functions/mechanics	-	1	1	2	1	Visual Studio
4	Battle Sequences	3	2	3	4	3	Visual Studio
4.1	Battle Mechanics	-	1	2	3	2	Visual Studio
4.2	Battle Animations	-	1	1	2	1	Maya, Blender
5	Base Game Polish	2,3,4	1	2	3	2	Visual Studio
5.1	Bug Fixes	-	1	1	2	1	Visual Studio
5.2	Enhancement to basic functions	-	1	2	3	2	Visual Studio
6	Player/Enemy Statistics	-	1	1	2	1	Visual Studio
7	Adaptive Difficulty	5	2	3	4	3	Visual Studio
8	General In-Game Menu Layout & Design	2	1	2	3	2	Maya, Blender, Visual Studio
9	In-Game Store	2	3	4	5	4	Visual Studio
9.1	Store Design	-	1	2	3	2	Maya, Blender
9.2	Store Server	-	1	2	3	2	FTP, Visual Studio
9.3	Store UI	-	1	1	2	1	Visual Studio
10	Playboard editor	5	1	2	3	2	Visual Studio
11	Custom Level Editor	5	1	2	3	2	Visual Studio
12	Power-Ups	5,9	1	1	2	1	Visual Studio
12.1	Design Power Up	-	0.5	0.5	1	0.5	Maya, Blender
12.2	Set up Power Ups	-	0.5	0.5	1	0.5	Visual Studio