Project Schedule – Cross-Platform Development

Team Members:

<u>Tasks</u>	Included System	Estimated time to complete						
Player Controller	PlayerScript	Aidan	3-4 hours					
Enemy Controller	EnemyScript	Adam	5-6 hours					
Spawning	SpawnScript	Adam	4-5 hours					
UI	MenuScript	Aidan	1-2 hours					
Start Menu	MenuScript	Adam	1 hours					
End Screen	MenuScript	Adam	1 hours					
Barriers	BarrierScript	Aidan	1-2 hours					
Cubes	CubeScript	Aidan	1-2 hours					
Level Design	Use of Scenes in Unity	Aidan/Adam	1-2 hours					

Project Timeline:

Project Timeline



	PLAN	PLAN DURATION	ACTUAL START	ACTUAL DURATION	PERCENT	ASSIGNED MEMBER	PERIODS													
							1	2	3	4	5	6	7	8	9	10	11	12	13	14
Level Design	1	2	1	2	100%	Aidan/Adam														
Cubes	3	2	3	2	100%	Aidan														
Barriers	5	2	5	2	100%	Aidan														
Player Controller	7	4	7	4	100%	Aidan														
UI	11	2	11	2	100%	Aidan												- 50		
Enemy Contolller	3	5	3	5	100%	Adam														
Spawning	8	4	8	4	100%	Adam								1/2						
Playable	0	0	9	1	100%															
Feature Complete	0	0	11	1	100%															
Start Menu	12	1	12	1	100%	Adam														
End Menu	13	1	13	1	100%	Adam														
Project Complete	0	0	14	1	100%															

Estimated finishing Date: 9/9/2016 Projected finishing Date: 15/9/2016