Project Schedule – Cross-Platform Development

Team Members:

Tasks	Included System	Assigned Member	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
Bullet Controller	BulletScript	Aidan	2-3 hours
Level Design	Use of Scenes in Unity	Aidan/Adam	1-2 hours

Project Timeline:

Project Timeline

Period Highlight: 1

ACTIVITY	PLAN START	PLAN DURATION	ACTUAL START	ACTUAL DURATION	PERCENT COMPLETE	ASSIGNED MEMBER
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
Bullet Controller	11	2	11	2	100%	Aidan
UI	12	2	12	2	100%	Aidan
Enemy Contolller	3	5	3	5	100%	Adam
Spawning	8	4	8	4	100%	Adam
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%	

PERIODS: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

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