

Project Schedule – Cross-Platform Development

Team Members:

<u>Tasks</u>	<u>Included System</u>	<u>Assigned Member</u>	<u>Estimated time to complete</u>
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:

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Period Highlight: 1 [illegible]

Estimated finishing Date: 9/9/2016

Projected finishing Date: 15/9/2016