Group Name: Fuchsia Spear	Group Members: Cameron Ahn, Albert Oh, Matt Abbott-Rigsbee, Daniel Mares	Title of game: CHIBI FIGHTER		
TASKS	**TASK DESCRIPTIONS**	**TIME ESTIMATE**	**DATE COMPLETED**	**PEOPLE ASSIGNED**
Regular group meetings.	Meet at desginated times to discuss progress, as well as troubleshoot issues that come up	1 hour per week per person (Zoom)		Everyone
Creating Background	Create the Sky, Buildings, Street	3 hours	December 14	Matt
Rough sketches	Rough sketchs of the sprites	4 hours	December 14	Matt
Creating Player Sprite	Creating Player Sprite	3 hours	December 14	Matt
Creating Attack animation	Creating Attack animation	3 hours	December 14	Matt
Creating Enemy Sprite	Creating Enemy Sprite	10 hours	December 14	Matt
Creating UI	Creating User Interface, Health Indicat	8 hours	December 14	Matt
Creating Miscellanious Objects	Creating Miscellanious Objects	4 hours	December 14	Matt
Create First Track: Title Screen	Creating the first sound track	3 Hours	December 1st	Cameron
Create Second Track: In-Game	Creating the second sound track	3 Hours	December 14th	Cameron
Create Sound Effect	Creating the sound effects	4 Hours	December 14th	Cameron
Preliminary level design	Figuring out number of enemies, types of enemies, length of level	2 Hours	December 2nd	Cameron & Daniel
Dialogue	Create the dialogue	3 Hours	December 14th	Cameron
Prototype	Create a prototype of show the group	10-15 Hours	December 2nd	Albert
Project First Playable	Get the game to the point to submit to first playable	Additional 5 hours	December 4th (Hard due dae)	
Finish all the coding for the game	Try to get rid of any bugs left over and complete anything that was left over from the prototype	5 Hours	December 12th	Albert, Cameron
Playtesting of your game.	Everyone gets a build of the game and puts in suggestions on what needs to be improved	The task itself will take about 2-4 hours per person but over time as the game gets more	December 15th	Everyone
Tuning the play of your game.	Make sure the game isn't too easily buggy and doesn't have any stability problems	3 Hours	December 16th	Albert, Cameron
Writing any final documentation for your game	Writes what they did, amount of time to make everything and document the process	2 Hours per person	December 16th	Everyone