

CRONOGRAMA I3

		ACTIVIDADES	RECURSOS				SEMANA 1														
							SEM. 1		SEMANA 2					SEMANA 3					SEMAN.		
			R1	R2	R3	R4	10	11	14	15	16	17	18	21	22	23	24	25	28	29	30
0	1	Coordinación Semanal (diagrama de Gantt)	X	X	X	X	R1														
1	1	Makefile			X								R3				R3				
2	1	Character: añadir campo following			X		R3	R3													
2	2	Character: añadir set following			X		R3	R3													
2	3	Character: añadir get following			X		R3	R3													
2	4	Character: modificar print			X		R3	R3													
3	1	Añadir e implementar el comando recruit			X					R3	R3										
4	1	Añadir e implementar el comando abandon			X							R3	R3								
5	1	Game actions: modificar attack con followers			X								R3	R3							
6	2	Space: más de un personaje por espacio			X														R3		
6	2	Graphic engine: varios personajes por espacio			X														R3		
6	3	Game: gestión de los followers			X															R3	
6	4	Game actions: modificar chat con followers			X																
7	1	Space: mapa con capas	X				R1	R1													
7	2	Game actions: move up	X				R1	R1													
7	3	Game actions: move down	X				R1	R1													
7	4	Graphic engine: mapa con capas	X							R1	R1						R1				
8	1	Object: campo health		X			R2	R2													
8	2	Object: set health		X			R2	R2													
8	3	Object: get health		X			R2	R2													
8	4	Object: campo movable		X					R2	R2											
8	5	Object: set movable		X					R2	R2											
8	6	Object: get movable		X					R2	R2											
8	7	Object: campo dependency		X							R2	R2									
8	8	Object: set dependency		X							R2	R2									
8	9	Object: get dependency		X							R2	R2									
8	10	Object: campo open		X								R2	R2								
8	11	Object: set open		X								R2	R2								

[illegible]

R2	R3	R4	R1	R2	R3	R4	R3	R4
		R4	R4	R4				
	R4	R4	R4					
R2	R3	R4	R1	R2	R3	R4	R3	R4
	R4							R1
								R3