Oct '19 — **Nov '19** — **Dec '19**

	start	end
Project3 BigSegfaultEnergy		
Project Tasks	10/25/19	11/02/19
Decide what project we are going to...	10/25	10/25
Research Unity tutorials	10/25	10/25
Create first scene	10/25	10/25
Gather free use assets for project	10/26	10/26
Research and experiment with tilem...	10/26	10/30
Gather more free use assets	10/27	10/30
Create GitHub Repo. Invite all memb...	10/30	10/30
Research Unity with GitHub	10/30	10/30
Implement Unity with GitHub	10/30	10/30
Implement player movement	10/28	10/28
Ensure build stability for Mac and Wi...	11/02	11/02
Implement Tutorial Dungeon	10/30/19	11/03/19
Design Room 1 Layout and interacti...	10/30	10/30
Fix object layering bug	10/30	10/30
Implement Player opening chest func...	10/30	10/30
Design room 2	10/30	10/30
Design room 3	10/30	10/30
Implement Player Attack	11/01	11/01
Implement Monster HP	11/01	11/01
Implement Moster Spawning	11/01	11/01
Give player sword only after opening...	11/01	11/01
Player opens chest by pressing spac...	11/01	11/01
Implement Monster movement	11/02	11/02
Implement Monster Attack (Knockba...	11/02	11/02
Unlock door once monster is killed	11/02	11/02
Implement room transition	11/02	11/02
Create room 2	11/02	11/02
Set up room 2 puzzle	11/02	11/02
Room 2 transition	11/02	11/03
Create room 3	11/03	11/03
Implement Boss Mob	11/03	11/03
Implement unlock door once boss di...	11/03	11/03
Create Exit game door transition	11/03	11/03
Documentation	11/03/19	11/03/19
Create sprint backlog	11/03	11/03
Create state diagram	11/03	11/03
Create use case diagram	11/03	11/03
Create class diagram	11/03	11/03
Create product backlog	11/03	11/03
Finalize doxygen-like documentation	11/03	11/03
Finalize works cited	11/03	11/03
Finalize meeting log	11/03	11/03
Retrospective	11/03	11/03
Project4	11/04/19	12/01/19

Gantt bar labels:

Project Tasks
- Decide what project we are going to make and what platform/language to use
- Research Unity tutorials
- Create first scene
- Gather free use assets for project
- Research and experiment with tilemap
- Gather more free use assets
- Create GitHub Repo. Invite all members
- Research Unity with GitHub
- Implement Unity with GitHub
- Implement player movement
- Ensure build stability for Mac and Windows

Implement Tutorial Dungeon
- Design Room 1 Layout and interaction
- Fix object layering bug
- Implement Player opening chest functionality
- Design room 2
- Design room 3
- Implement Player Attack
- Implement Monster HP
- Implement Moster Spawning
- Give player sword only after opening chest
- Player opens chest by pressing spacebar in front
- Implement Monster movement
- Implement Monster Attack (Knockback player)
- Unlock door once monster is killed
- Implement room transition
- Create room 2
- Set up room 2 puzzle
- Room 2 transition
- Create room 3
- Implement Boss Mob
- Implement unlock door once boss dies
- Create Exit game door transition

Documentation
- Create sprint backlog
- Create state diagram
- Create use case diagram
- Create class diagram
- Create product backlog
- Finalize doxygen-like documentation
- Finalize works cited
- Finalize meeting log
- Retrospective

Project4

			Oct '19	Nov '19	Dec '19

Project 3 bugs — 11/04/19 — 12/01/19
- Fix layering of objects and player — 11/04 — 11/08
- Fix out of bounds knockback — 11/27 — 12/01
- Fix diagonal hitboxes — 11/04 — 11/05
- Add entrance door to room 2 — 11/04 — 11/05

Town — 11/04/19 — 11/24/19
- Design Overworld — 11/04 — 11/06
- **Tilemap Overworld** — 11/04/19 — 11/24/19
  - Add path to tutorial — 11/07 — 11/08
  - Add secret areas — 11/16 — 11/24
  - Add inside of house — 11/17 — 11/20
  - Add houses — 11/04 — 11/08
  - Add path to dungeon — 11/10 — 11/12
  - Add scene transition between your... — 11/17 — 11/18

Necessary game additions — 11/07/19 — 12/01/19
- Death animation — 11/07 — 11/08
- Player Health — 11/22 — 11/23
- Game over screen — 11/22 — 11/27
- Main menu — 11/09 — 11/10
- Respawn — 11/30 — 11/30
- Add sound effects/music — 11/13 — 12/01
- Merge town with master — 11/22 — 11/24

Dungeon 1 — 11/11/19 — 12/01/19
- Camera following player up until b... — 11/12 — 11/12
- Design Layout/Puzzles — 11/11 — 11/11
- Choose Mobs per room — 11/11 — 11/11
- Boss Room/Fight — 11/24 — 12/01
- Dungeon 1 Entrance Transition — 11/18 — 11/18
- Implement Mob Drops — 11/12 — 11/13

Room1 — 11/12/19 — 11/13/19
- Create room layout — 11/12 — 11/12
- Add boxes — 11/12 — 11/12
- Add buttons — 11/12 — 11/12
- Add enemies once button is pressed — 11/12 — 11/13
- Add room2 transition — 11/12 — 11/13
- Add collision — 11/12 — 11/13

Room2 — 11/14/19 — 11/15/19
- Create room layout — 11/14 — 11/14
- Add fire animation — 11/14 — 11/14
- Create Bat prefab — 11/14 — 11/15
- Add room 3 transition — 11/15 — 11/15
- Add collision — 11/14 — 11/15

Room3 — 11/16/19 — 11/27/19
- Create room3 layout — 11/16 — 11/24
- Create spikes prefab — 11/22 — 11/22
- Add teleporters — 11/20 — 11/21
- Add collision — 11/23 — 11/25

			Oct '19	Nov '19	Dec '19

Task	Start	End	
Add spikes in room	11/26	11/27	Add spikes in room
Add room4 transition	11/26	11/27	Add room4 transition
Room4	**11/28/19**	**11/29/19**	**Room4**
Create room4 Layout	11/28	11/28	Create room4 Layout
Add enemy	11/28	11/28	Add enemy
Add button	11/28	11/28	Add button
Button opens door	11/29	11/29	Button opens door
Room5 transition	11/29	11/29	Room5 transition
Add collision	11/28	11/29	Add collision
Room5	**11/29/19**	**11/30/19**	**Room5**
Create room5 layout	11/29	11/30	Create room5 layout
Add spikes	11/29	11/30	Add spikes
Add enemies	11/29	11/30	Add enemies
Add collision	11/29	11/30	Add collision
Add to be continued transition	11/29	11/30	Add to be continued transition
Artifacts	**11/30/19**	**12/01/19**	**Artifacts**
Add tests	11/30	12/01	Add tests
Add doxygen documentation	11/30	12/01	Add doxygen documentation
Finalize works cited	11/30	12/01	Finalize works cited
Finalize sprint backlog	11/30	12/01	Finalize sprint backlog
Merge house with master	11/30	12/01	Merge house with master
Finalize state diagram	11/30	12/01	Finalize state diagram
Finalize use case diagram	11/30	12/01	Finalize use case diagram
Finalize meeting log	11/30	12/01	Finalize meeting log