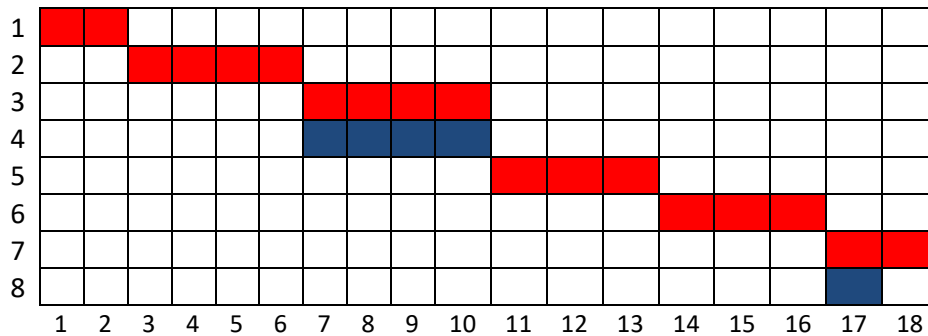


Task	Duration (PWks)	Predecessor Task(s)
1. Define level size and ratios for objects	2	-
2. Generate visuals (scene, structures)	4	1
3. Program physics colliders (scene, structures)	4	2
4. Spawn player character at game start	2	3
5. Spawn enemies as per wave	3	3
6. Testing and Debugging	3	3,4,5
7. Documentation	2	6
8. Release Build	1	6

Gantt timeline



Task Time
Slack Time