Project Timeline of Illuminati: The Game of Conspiracy

N = NOLAN, M = MATT, J = JOANNA	Plan Duration								Actual Start					
ACTIVITY	##### 1	20-Feb 2	27-Feb	6-Mar 4	##### 5	20-Mar 6	##### 7	3-Apr	10-Apr 9	#####	24-Apr 11	#####	8-May 13	
Phase I: Ideas and Concept														
Development Planning	N, M	, ,												
Hardware Requirements	N, M	, ,												
Software Requirements	N, M	, ,												
Conceptual & Gameplay Discussion	N, M	, j												
Phase II: Development Timeline														
Gantt Chart of Development Time		N												
Phase III: Conceptual Development														
Rules & Usecases			N, M,	J										
FlowCharts			N, M											
Phase IV: Implementation & Debugging Gamepiay Kules, Testcases, and Functionality									N, M,					
Art and Visual FX									,,		N, J			
Main Menu											J			

ACTIVITY	#####	20-Feb	27-Feb	6-Mar	#####	20-Mar	#####	3-Apr	10-Apr	#####	24-Apr	#####	8-May
	1	2	3	4	5	6	7	8	9	10	11	12	13
Debugging													
Documentation & Credits	N, M	J											
Phase V: Verification and Release													
Verification of Functionality												N, M,	J
Verification of Documentation												N, M,	J
Finalization and Release													N, M, J