

Enemy - tasks

#	Task	Duration(Pwks)	Predecessor Tasks
1	Create UML models	1	-
2	Setup basic Enemy object	1	1
3	Create walk algorithm	2	2
4	Apply sprite image to Enemy	1	1
5	Write attack/chase function	1	3
6	Implement items/weapons	2	5
7	Implement deal/take damage for Enemy	2	6
8	Implement die function for Enemy	1	7

Enemy - Gantt

	1	2	3	4	5	6	7	8	9	10	11	Weeks
1												
2												
3												
4												
5												
6												
7												
8												
Tasks												

Task Time	Slack Time	Already completed