

#	Task	Duration (Pwks)	Predecessor Tasks
1	Create UML Models	1	-
2	setup room/door objects	1	1
3	Setup basic dungeon generator	1	2
4	Visually display dungeon rooms	1	3
5	Prep acceptance testing	1	3
6	Populate rooms with arbitrary objects	1	4
7	update acceptance testing	1	3, 6
8	Update Gantt chart	1	6
9	setup different room types for population	1	6
10	customize object population per room types	1	9
11	populate rooms with enemies	1	4
12	customize enemy population per room types	1	11
13	setup infrastructure for bosses/mini-bosses	1	12
14	coordinate with global seed for generator metrics	1	3
15	get all generation to look at seed	1	10, 12, 13, 14
16	make it pretty	1	1-15

#### Tasks

