

ID		Task Mode	Task Name	Duration	Start	Finish	Predecessors	Resource Names	Documentation Refrence #
1			Finish ASG	2 days	Sun 9/22/13	Mon 9/23/13		Steven Streeper	
2			Finish GDD	6.5 days	Tue 9/24/13	Wed 10/2/13		Steven Streeper	
3			Prepare Game Logic	2 wks?	Wed 10/2/13	Wed 10/16/13			
4			Prepare Enemy AI	1 day?	Tue 10/8/13	Tue 10/8/13		Jonathan Smith	
5			Prepare Physics	1 day?	Wed 10/2/13	Thu 10/3/13		Michael Pedersen	
6			Design UI	1 day?	Wed 10/2/13	Thu 10/3/13	2	Steven Streeper	
7			Implement UI	1 day?	Wed 10/9/13	Wed 10/9/13	6	Jonathan Smith	
8			Prepare Static Art Assets	7.5 days	Tue 10/1/13	Thu 10/10/13	1		ASG 2.X
9			Create Spike Art	2 days	Tue 10/1/13	Wed 10/9/13		Nathan Burns	ASG 2.1
10			Create Background tile	1 day	Tue 10/1/13	Thu 10/10/13		Nathan Burns	
11			Create Stairs	1 day	Tue 10/1/13	Thu 10/10/13		Nathan Burns	ASG 2.2
12			Create Crates	3 days	Tue 10/1/13	Thu 10/3/13		Nathan Burns	ASG 2.3
13			Create Crate Skin 1	1 day	Tue 10/1/13	Tue 10/1/13		Nathan Burns,Ryan	ASG 2.3.2
14			Create Crate Skin 2	1 day	Tue 10/1/13	Wed 10/2/13		Nathan Burns,Ryan	ASG 2.3.2
15			Create Platforms	5 days	Tue 10/1/13	Mon 10/7/13		Ryan	ASG 2.4
16			Prepare Level Physics	5 days	Tue 10/1/13	Mon 10/7/13		Jonathan Smith	
17			Design level	2 days	Thu 10/10/13	Mon 10/14/13	8	Steven Streeper	
18			Game is Playable	0 days	Sun 10/13/13	Sun 10/13/13			
19			First level is presentable	0 days	Sun 10/20/13	Sun 10/20/13			
20			First level complete	0 days	Sun 10/27/13	Sun 10/27/13			

Project: Master Game Timeline

Date: Tue 10/1/13

Task

Split

Milestone

Summary

Project Summary

Inactive Task

Inactive Milestone

Inactive Summary

Manual Task

Duration-only

Manual Summary Rollup

Manual Summary

Start-only

Finish-only

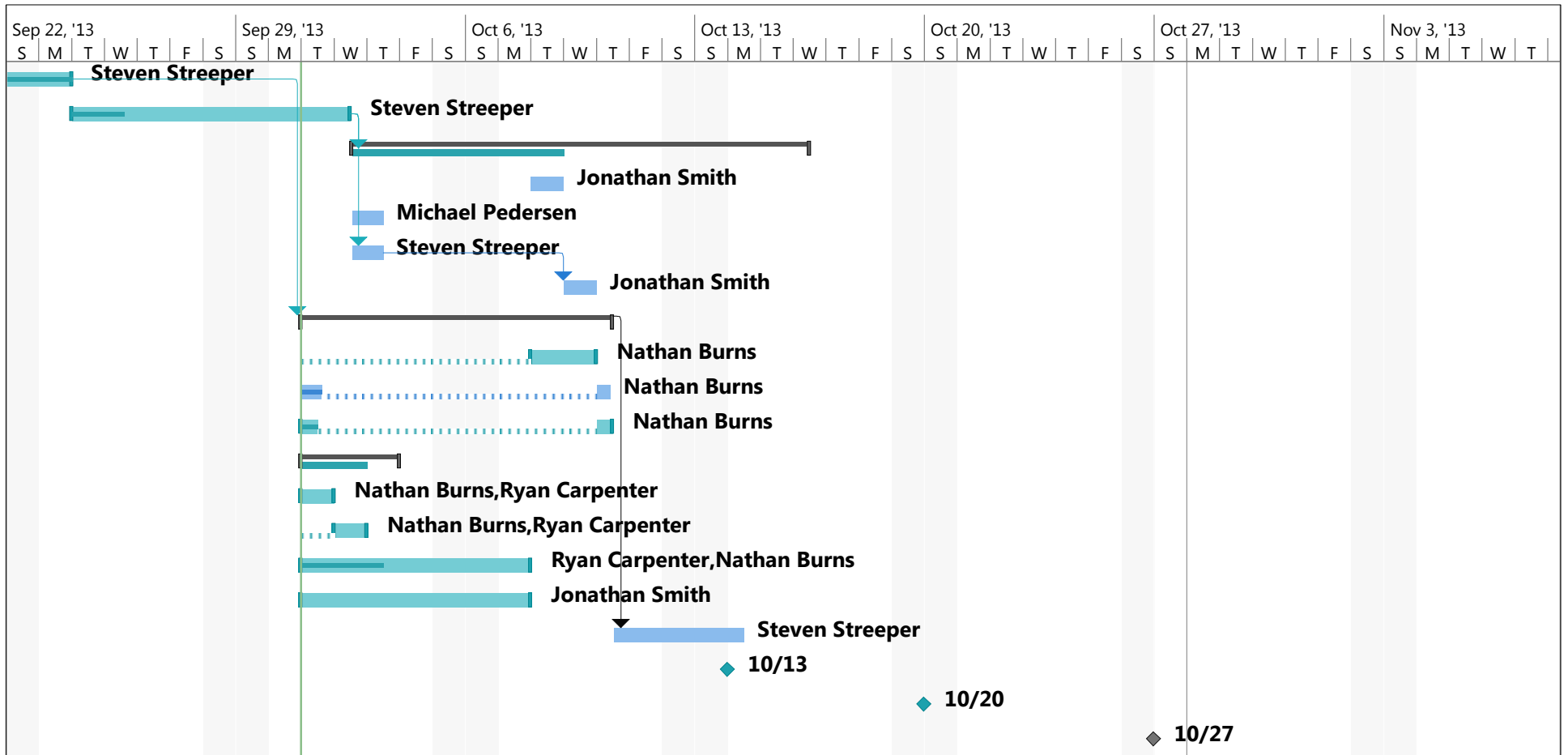
External Tasks

External Milestone

Deadline

Progress

Manual Progress



Project: Master Game Timeline Date: Tue 10/1/13	Task		Inactive Summary		External Tasks	
	Split		Manual Task		External Milestone	
	Milestone		Duration-only		Deadline	
	Summary		Manual Summary Rollup		Progress	
	Project Summary		Manual Summary		Manual Progress	
	Inactive Task		Start-only			
	Inactive Milestone		Finish-only			