ID	0	Task Mode	Task Name	Duration	Start	Finish	Predecessors	Resource Names	May 2, '21
0		- 5	Sprinter Cell	97.75 days	Mon	Wed			
			Development Plan	•	5/3/21	9/15/21			
1		*	Developement	7 days	Mon 5/3/21	Tue 5/11/21			
2		*	Functionality	2 days	Mon 5/3/21	Tue 5/4/21			
3		*	Locomotion	2 days	Mon 5/3/21	Tue 5/4/21			
9		*	Camera	0 days	Wed 5/5/21	Wed 5/5/21	3		5/5
19		*	Level Tutoria	1 day	Wed 5/26/2	1Thu 5/27/21	9		
27		*	Level 0	1 day	Wed 6/16/2	1Wed 6/16/2	119		
34		*	Level 1	1 day	Wed 6/16/2	1Wed 6/16/2	127		
50		*	UI	75.25 days	Wed 5/26/2	1Wed 9/8/21			
51		*	Main Menu	1 day	Wed 6/16/2	1Wed 6/16/2	1		
60		*	Shop	1 day	Wed 6/16/2	1Wed 6/16/2	1		
70		*	Game Over	1 day	Wed 5/26/2	1Thu 5/27/21			
77		*	Game Action	1 day	Wed 9/1/21	Thu 9/2/21			
84		- 5	Design	5 days	Wed 9/8/21	Wed 9/15/2	1		
85		-5	Deign	3 days	Wed 9/8/21	Mon			
			Documentation			9/13/21			
90		-5	Improved Version of	2 days	Mon 9/13/21	Wed 9/15/21	89		







