Draft SpellingTest

Project manager	David Byron, Nathanaël Omnes, Yu-Ching Ho
Project dates	13-Sep-2017 - 30-Nov-2017

Tasks

Name	Week	Begin date	End date
Meeting Minutes Keep adding each week.	02 - 12	13/09/17	22/11/17
Project Coursework Specification Game idea specified.	02 - 03	13/09/17	20/09/17
Base Game Design Document Baseline Bullet-points with dates. Risk-analysis. Technical Design Document. Keep on adding as we build prototype.	03 - 06	20/09/17	11/10/17
Additional Game Design Document Keep adding to Document as build prototype.	06 - 11	20/10/17	15/11/17
Prototype Intro Scene. Text/Animation, whatever. (3) Locations - Wizard tower, cast-out location and neighbouring location. 2 examples of combat system.	06 - 11	11/10/17	13/10/17
Finalise Prototype and Document Finalise Prototype and Document. Make bullet-points to sentences.	11 - 12	15/11/17	22/11/17
Presentation Preparation Ensure Protoype is working. Presentation slides.	11 - 13	15/11/17	28/11/17
Presentation	13	29/11/17	29/11/17

Gantt Chart