

Gantt SpellingTest

Project manager

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Project dates

13-Sep-2017 - 30-Nov-2017

Tasks

Name	Week	Begin date	End date
Meeting Minutes	02 - 12	13/09/17	22/11/17
Game Idea	02 - 04	13/09/17	27/09/17
Introduction and method of communication established and a shared Google Drive, Github, Trello were also established.			
Three potential ideas were brain-stormed and after landing on an idea, the best game engine to create a 2D RPG was Unity as we all wanted to familiarise with a popular professional game engine.			
Game Design Document	04 - 06	27/09/17	11/10/17
Document started and completed in bullet-point format.			
Technical Report	04 - 06	27/09/17	11/10/17
Document started and completed in bullet-point format			
Prototype Unity and Github	06 - 11	11/10/17	15/11/17
The main idea was to be fleshed out before the prototype was to be started.			
Over the weeks, we allocated tasks but discovered quite late that a very odd problem with Unity and Github was occurring and our local projects weren't syncing correctly.			
We decided to quickly move the project over to GameMaker 8.1 Lite over the next week to get ready for the presentation.			
GameMaker 8.1 Lite	11 - 12	15/11/17	22/11/17
The sprites were completed so they were easy to import but the coding had to be done from scratch. We originally had two fight scenes, but as the problem was discovered late and imported to a new game engine, there was only time to do one fight scene.			
Presentation Preparation	11 - 13	15/11/17	29/11/17
The overall document was tidied up from bullet-points and prototype completed.			

Gantt Chart

