

Gantt Chart

GUI
(Mark, Tyler)



Engine
(John, Moe, Eric)



Database
(John, Moe)



Level Editor
(Mark, Eric, Tyler)



Jan 24th

Feb 24th

Mar 24th

Apr 24th

G1: Wireframes of menus and rough level and character designs.

G2: Refining and finalizing GUI along with engine.

E1: Developing environments/levels

E2: Developing entities

E3: Developing interactions

D1: Storing login/sign-up and player profile information

D2: Storing and accessing gameplay data (ie save-points, settings, controls)

D3: Storing and accessing created levels

L1: Developing level editor

L2: Storing and accessing created levels