WBS NUMBER	TASK TITLE	START DATE	DUE DATE	PCT OF TASK COMPLETE	8/10/20-28/10/20			29/10/20-18/11/20			19/11/20-25/11/20
					WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7
					Th F M T W	Th F M T W	Th F M T W	Th F M T W	Th F M T W	Th F M T W	Th F M T W
1	**Website**										
1.1	make it possible to upload files	04/11/20	09/11/20	0%							
1.2	make it easy to locate and access files	10/11/20	11/10/20	0%							
1.3	link any required documents	11/11/20	12/10/20	0%							
2	**Requirements**										
2.1	Introduction	20/10/20	21/10/20	100%							
2.2	Create user requirements	22/10/20	23/10/20	100%							
2.3	Create functional requirements	26/10/20	27/10/20	100%							
2.4	Create non functional requirements	28/10/20	29/10/20	100%							
2.5	Create relevent notes	30/10/20	02/11/20	100%							
3	**Method selection and planning**										
3.1	Project organisation	15/10/20	16/10/20	100%							
3.2	Resources and justification	15/10/20	16/10/20	100%							
3.3	Project Schedule	15/10/20	16/10/20	100%							
3.4	Create gantt chart	15/10/20	16/10/20	100%							
4	**Risk assessment and mitigation**										
4.1	Introduction	16/10/20	19/10/20	100%							
4.2	Identify risk	20/10/20	22/10/20	100%							
4.3	Analyse risks	21/10/20	23/10/20	100%							
5	**Architecture**										
5.1	Create abstract class diagrams	21/10/20	30/10/20	90%							
5.2	Create abstract state diagrams	26/10/20	02/11/20	100%							
5.3	Create abstract sequence diagrams	28/10/20	04/11/20	100%							
5.4	Create concrete class diagrams	18/11/20	23/11/20	20%							
5.5	Justify abstract and concrete representaitons	19/11/20	24/11/20	20%							
6	**Implementation**										
6.1	Relearn Java	15/10/20	22/10/20	100%							
6.2	Learn how to control Game engine	17/10/20	27/10/20	70%							
6.3	Programming the main game	26/10/20	17/11/20	50%							