Portfolio project 2019	Start Date	End Date	Duration (Days)		Start Date in Number Form	43719.00	*Use this number for the Minimum Bound of the Horizontal Axis to set the beginning of the chart.*
total time	9/11/2019	11/29/2019	79				
1st meeting & take meeting documentation	9/11/2019	9/11/2019	1 Charles				
Assign team roles	9/12/2019	9/12/2019	1 Charles				
Discuss individual task	9/13/2019	9/13/2019	1 Charles				
Setup & organize Google Drive for work	9/13/2019	9/13/2019	1 Charles				
2nd meeting & take meeting documentation	9/14/2019	9/14/2019	1 Charles				
Functional & Non-Functional requirements specification	9/15/2019	9/16/2019	1 Charles				
Individual pitches started & Finished	9/16/2019	9/17/2019	1 Charles				
Completed work uploaded to Google Drive	9/17/2019	9/20/2019	3 Charles				
3rd meeting & take meeting documentation	9/20/2019	9/23/2019	3 Charles				
Final pitch decided	9/24/2019	9/25/2019	1 Charles				
Discused game details	9/25/2019	9/28/2019	3 Charles				
Player design details	9/29/2019	9/30/2019	1 Charles				
Completed work uploaded to Google Drive	10/1/2019	10/1/2019	0 Charles				
Storyboard designs finished	10/2/2019	10/3/2019	1 Charles				
Project brief finished and more done	10/4/2019	10/6/2019	2 Charles				
4th meeting & take meeting documentation	10/7/2019	10/8/2019	1 Charles				
Get enemy sounds to work	10/9/2019	10/11/2019	2 Charles				
Get player sounds to work	10/12/2019	10/14/2019	2 Charles				
Get player sounds to work	10/15/2019	10/17/2019	2 Charles				
Work on getting music to work	10/18/2019	10/19/2019	1 Charles				
Add turret sprite	10/20/2019	10/22/2019	2 Charles				
5th meeting & take meeting documentation	10/22/2019	10/22/2019	0 Charles				
Create turret script	10/23/2019	10/24/2019	1 Charles				
Create player script	10/25/2019	10/27/2019	2 Charles				
Upload progress to youtube	10/27/2019	10/29/2019	2 Charles				
Add platform to level finished	10/30/2019	11/3/2019	4 Charles				
Added platforms to level finished	11/5/2019	11/7/2019	2 Charles				
Worked on player sprites	11/8/2019	11/10/2019	2 Charles				
Worked on ememy sprites	11/12/2019	11/13/2019	1 Charles				
Completed work uploaded to Google Drive and gave presentation	11/14/2019	11/18/2019	4 Charles				
Add posible vilagers	11/19/2019	11/20/2019	1 Charles				
Implement turrets	11/21/2019	11/22/2019	1 Charles				
Implement enemies	11/23/2019	11/24/2019	1 Charles				
End Dcoumentation	11/25/2019	11/27/2019	2 Charles				
Finished Game demo and video	11/28/2019	11/28/2019	0 Charles				
Hand in assesment 1	11/29/2019	11/29/2019	0 Charles				
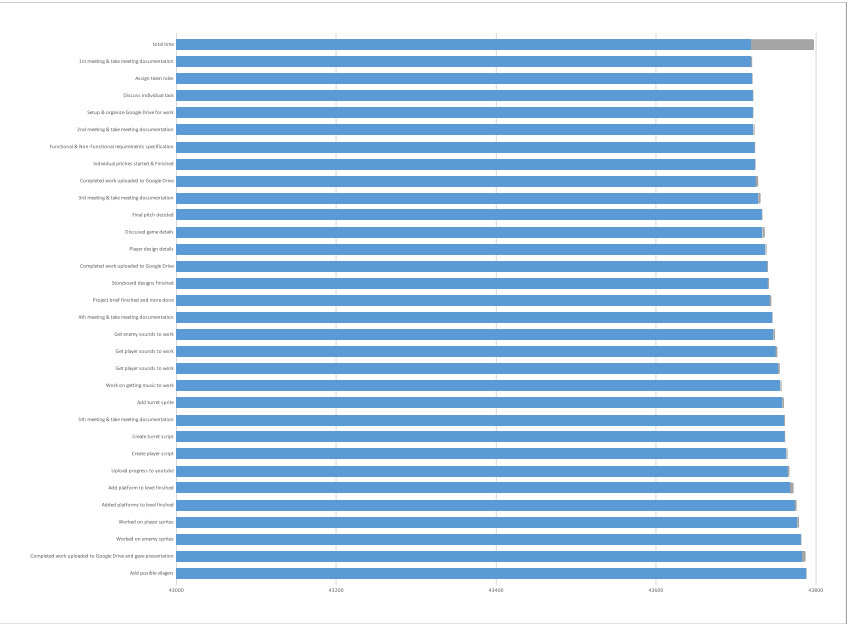
Key:	Calculated Cell	Manual Entry Cell
	These cells will be automatically calculated based on the inputs on other cells.	These cells require manual input so the calculated cells have data to work with.