Mythinati Project Timeline

TASK	WEEK 1 2/6-2/13	WEEK 2 2/14 - 2/20	WEEK 3 2/21 -2/27	WEEK 4 2/28 - 3/5
Start Project (Budget Release) Include Group A & Mr. Anthony Giacalone	●●●●			
Start Planning (Compile and continue working on documents)		● ●●●●●●●●	●●●●●●●●●	●●●●●

	WEEK 7 3/6 - 3/12	WEEK 8 COVID-19 BREAK 3/13 - 3/19	WEEK 9 3/20 - 3/26	WEEK 10 3/27 - 4/2
(Planning docs cont.)	●●●●●●●●●●			
Start Execution (Necessary Documents Reviewed and approved)		●●●●●●	●●●●●●●●	●●●●

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TASK	WEEK 11 4/3 -4/9	WEEK 12 4/10 - 4/16	WEEK 13 4/17 - 4/23	WEEK 14 4/24 - 4/30
Start Execution (Necessary Documents Reviewed and approved)	●●●●●●	●●●●●●	●●●●●●	○○○○○
Resources for Unity & Photon Servers Committed	○○○○	○○○○○	○○○○○	●●●●
Confirm Execution Design for Game play functions & rules approved	○●●●●	●○○○○	○○○○○	○○○○
Start Introduction (cont.) Documentation for High Priority Tasks	○○○○	○○○○○	○●●●●	●●●●●

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