# **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)

# **Mythinati Project Timeline**

**TASK** 

WEEK 11 4/3 -4/9

WEEK 12 4/10 - 4/16 4/17 - 4/23

WEEK 13

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



# **Mythinati Project Timeline**

WEEK 15 WEEK 16 5/1 - 5/7 5/8 - 5/14

#### Start Introduction

(Programming for Game Play Functions & rules are in progress)



### Release Product

(Base Product tested and reviewed by involved stakeholders)



### Close Project