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 3/13 - 3/19

WEEK 9 3/20 - 3/26 WEEK 10 3/27 - 4/2

(Planning docs cont.)

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Start Execution

(Necessary Documents Reviewed and approved)

Resources for Unity & Photon Servers Committed

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

Confirm Execution

Design for Game play functions & rules approved

Start Introduction

(Programming for Game Play Functions & rules are finished)



Start Introduction (cont.)

Documentation for High Priority Tasks



WEEK 15 5/1 - 5/7 WEEK 16

5/8 - 5/14

Release Product

(Base Product tested and reviewed by involved stakeholders)



Close Project