Muck Duck

</div> group

Project Start Date: 3/25/2019
Scrolling Increment: 0

Legend:

On Track

Low Risk

Med Risk

High Risk

Unassigned

		Scrolling	Increment:	0		Ma	rch				Apr	il																								Ν	1ay									
						25 2	26 27					2 3							12 1	.3 14						21 22		24 25			8 29							8 9		11 1	.2 13			5 17		19
Milestone Description	Category	Assigned To	Progress	Start	No. Days	М	тw	т	F S	s	м	т w	/ т	F	s s	м	т w	/ т	F	s s	м	т и	v т	F	s s	s M	т	w T	F	s	S M	т	w T	F	s	S M	т	w	F	s	S M	т	w T	F	s	s
Title 1																																														
Unity Tutorials	Milestone	Everyone	100%	3/25/2019	5	1	1 1	1	1																																					
Github working in unity	Milestone	Everyone	100%	3/27/2019	3		1	1	1																																					
UML / Class Diagram	Milestone	Marcus	100%	3/27/2019	10		1	1	1 1	1	1 1	1 1	1	1																																
(Very) Early prototype/ game	Milestone	Taylor	100%	3/27/2019	1		1																																							
Player Behavior	Milestone	Taylor/Everyone	90%	3/27/2019	5		1	1	1 1	1																																				
Bullet Behavior	Milestone	Myra/Everyone	100%	3/27/2019	5		1	1	1 1	1																																				
Basic Enemy Behavior	Milestone	Marcus	100%	3/29/2019	5				1 1	1	1 1	1																																		
UI (score, screenshake, lives)	Milestone	Taylor/Ryan	75%	3/29/2019	10				1 1	1	1 1	1 1	1	1	1 1																															
Repace temp art	Milestone	Ryan	50%	4/1/2019	7						1 1	1 1	1	1	1 1																															
Boss	Milestone	Ryan/Marcus/Megana	0%	4/1/2019	7						1 1	1 1	1	1	1 1																															
One complete level for demo	Milestone	Everyone!	0%	3/27/2019	12		1	1	1 1	1	1 1	1 1	1	1	1 1																															
Documentation	High Risk	Everyone!																																												
Pick Up Bonuses	Goal			4/8/2019	14											2	2 2	2	2	2 2	2	2 2	2	2	2 2	2																				
Pick Up Shot boosters	Milestone	Taylor	100%	4/8/2019	14											1	1 1	1	1	1 1	1	1 1	. 1	1	1 :	1																				
Pick Up force fields	Goal			4/8/2019	14											2	2 2	2	2	2 2	2	2 2	2	2	2 2	2																				
More levels	Milestone																																													
Enemy Shooter behavior	Milestone	Myra		4/3/2019	4/9/2019							1	1	1	1 1	1	1 1	1	1	1 1	1	1 1	. 1	1	1 :	1 1	1	1 1	1	1	1 1	1	1 1	1	1	1 1		1 1	. 1	1	1 1	1	1 1	. 1	1	1
Sprint BackLog	Milestone	Megana	100%%	4/3/2019	4/9/2019							1	1	1	1 1	1	1 1	1	1	1 1	1	1 1	1	1	1 :	1 1	1	1 1	1	1	1 1	1	1 1	1	1	1 1		1 1	. 1	1	1 1	1	1 1	. 1	1	1
Product BackLog	Milestone	Megana	100%	4/3/2019	4/9/2019							1	1	1	1 1	1	1 1	1	1	1 1	1	1 1	1	1	1	1 1	1	1 1	1	1	1 1	1	1 1	1	1	1 1		1 1	. 1	1	1 1	1	1 1	. 1	1	1
UML Use Case Diagram	Milestone	Megana	100%	4/3/2019	4/9/2019							1	1	1	1 1	1	1 1	1	1	1 1	1	1 1	1	1	1 :	1 1	1	1 1	1	1	1 1	1	1 1	1	1	1 1		1 1	. 1	1	1 1	1	1 1	. 1	1	1
UML State Diagram	Milestone	Marcus	100%	4/3/2019	4/9/2019							1	1	1	1 1	1	1 1	1	1	1 1	1	1 1	1	1	1	1 1	1	1 1	1	1	l 1	1	1 1	1	1	1 1		1 1	. 1	1	1 1	1	1 1	. 1	1	1
Audio	Milestone	Marcus	100%	4/3/2019	4/9/2019							1	1	1	1 1	1	1 1	1	1	1 1	1	1 1	1	1	1	1 1	1	1 1	1	1	1 1	1	1 1	1	1	1 1		1 1	. 1	1	1 1	1	1 1	. 1	1	1
Scoreboard	Milestone	Myra		4/3/2019	5/7/2019																																									
Start Screen	Milestone	Taylor		4/3/2019	5/7/2019																																									
Moving Screen	Milestone	Ryan		4/3/2019	5/7/2019																																									
New UML Diagrams (3)	High Risk	Megana		4/3/2019	5/7/2019																																									
Meeting logs	High Risk	Megana		4/3/2019	5/7/2019																																									

Gantt Chart	High Risk	Everyone	4/3/2019 5/7/2019						
Product backlog	Milestone	Megana	4/3/2019 5/7/2019						
Bug List	Milestone	Megana	4/3/2019 5/7/2019						
sers Manual	High Risk	Megana	4/3/2019 5/7/2019						
Deployment Plan	High Risk	Megana	4/3/2019 5/7/2019						ı
Naintenance Plan	High Risk	Megana	4/3/2019 5/7/2019						
Extended enemy behavior / more	High Risk	Everyone	4/3/2019 5/7/2019						I
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To add more data, Ins	ert new rows ABO	OVE this one							