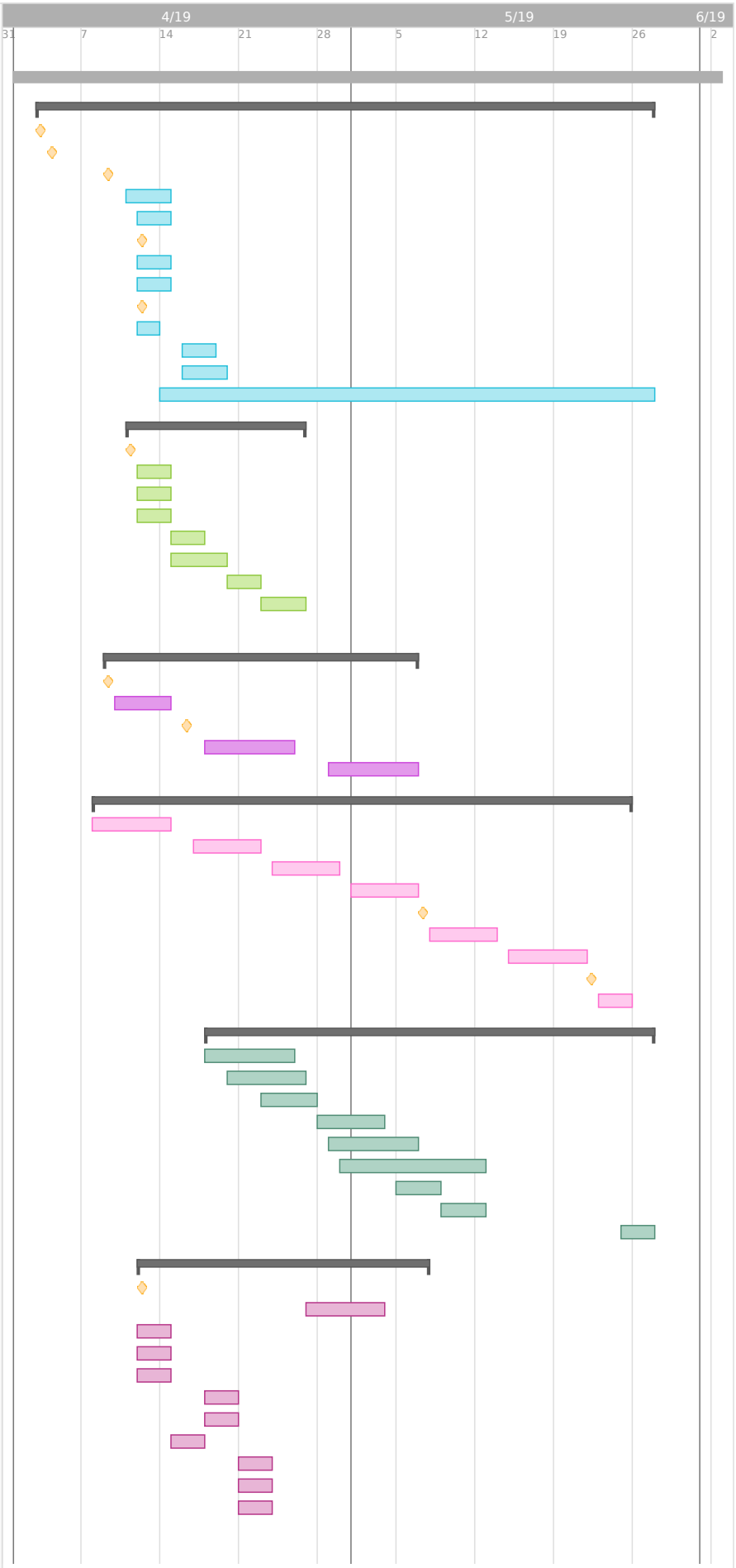
teamgantt
Created with Free Edition

Pitch Studios	**0h**	**0%**
Programming - SCRIPTS	**0h**	**0%**
Player Controller	0	0%
GPS / Compass UI - Player Aim	0	0%
Camera	0	0%
Stun Script	0	0%
Winning Script	0	0%
Energy / Combo Bar	0	0%
Game Over Script	0	0%
Planning Phase Script	0	0%
Inventory Script	0	0%
Player Interaction	0	0%
Slowing Down Time Script	0	0%
Camera Shake	0	0%
Sound Programming	0	0%
Programming - Weapons	**0h**	**0%**
Weapon UI Interface	0	0%
1. Gun - Pistol	0	0%
2. None - Punch	0	0%
3. Melee - Knife	0	0%
4. Gun - Tommy Gun	0	0%
5. Melee / Ranged - Glass Bottle	0	0%
6. Gun - Shotgun	0	0%
7. Gun - Revolver	0	0%
8. Melee - Drum Sticks (?)	0	0%
Programming - AI	**0h**	**0%**
Attacking - Trigger Colliders	0	0%
Enemy 1. Basic Grunt	0	0%
Defending - Patrolling	0	0%
Enemy 2. (?)	0	0%
Enemy 3. (?)	0	0%
Design - Levels	**0h**	**0%**
Bar: Tutorial - Level 1	0	0%
Bar: Level 2	0	0%
Bar: Level 3	0	0%
Bar: Level 4 (?)	0	0%
Review of Bar Levels	0	0%
Dock: Level 1	0	0%
Dock: Level 2	0	0%
Review of Dock Levels	0	0%
Controls	0	0%
Design - Scenes + Other	**0h**	**0%**
Mechanics: Enemy 2	0	0%
Scene Design: Level Selector	0	0%
Scene Design: Main Menu	0	0%
Scene Design: Game Over	0	0%
Mechanics: Enemy 3	0	0%
Abilities / Mutations	0	0%
Scene Design: Pause Screen	0	0%
Scene Design: Win Level	0	0%
Scene Design: Credits	0	0%
Art - Environmental Art (Bar)	**0h**	**0%**
Concept Art for Design Document	0	0%
Pool Table	0	0%
Circular Table	0	0%
Rectangle Table	0	0%
Chair / Stool	0	0%
Couch	0	0%
Toilets (Female + Male)	0	0%
Boxes	0	0%
Kitchen Top	0	0%
Pantry Shelf	0	0%
Cabnet	0	0%



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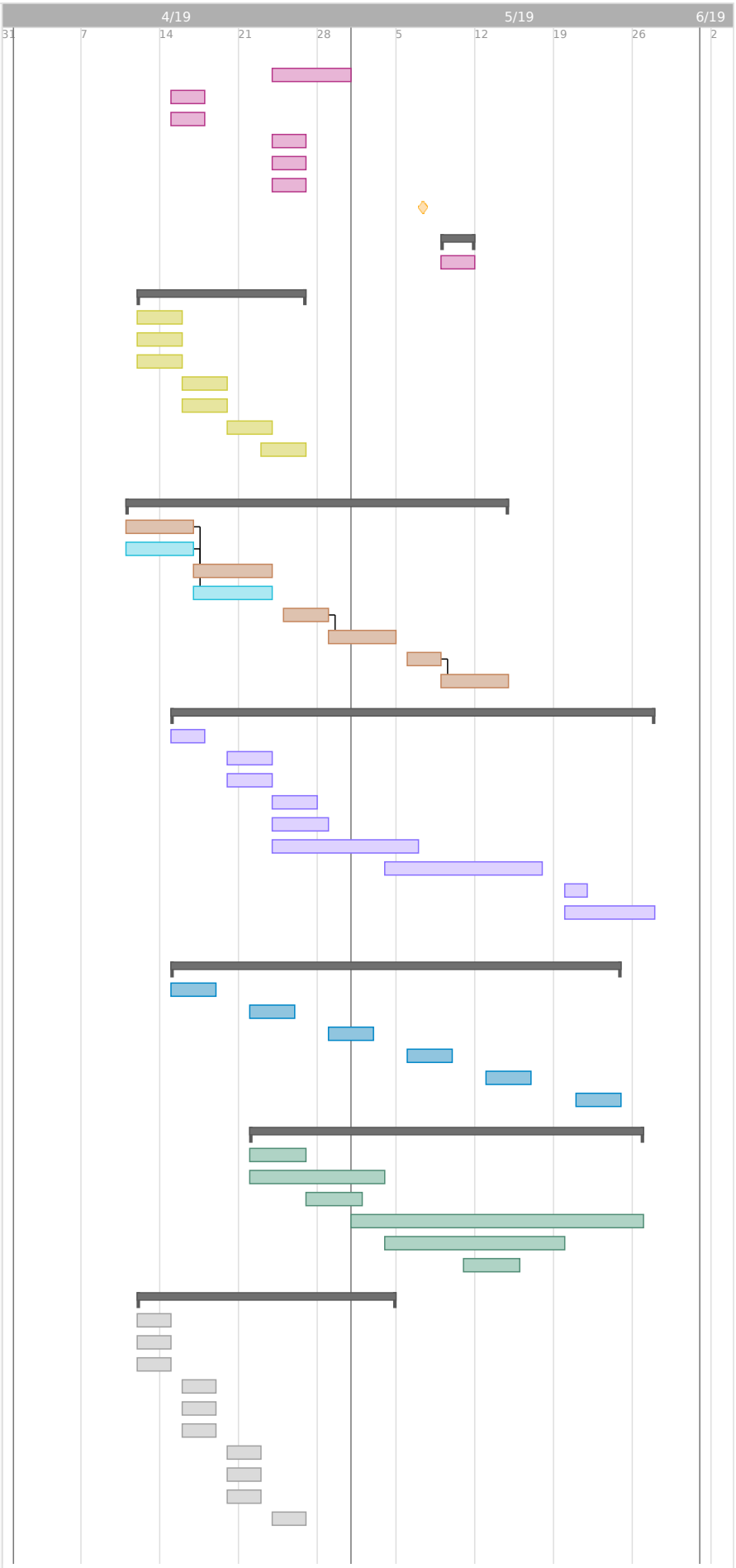
Stage (Band + Instruments)	0	0%
Bar Counter	0	0%
Bar Taps	0	0%
Plates + Cutlery	0	0%
Kegs	0	0%
Plants	0	0%
Review of Bar Levels	0	0%
Art - Environmental Art (Dock)	**0h**	**0%**
Tree?	0	0%
Art - Interactive Objects	**0h**	**0%**
Pistol	0	0%
Punch	0	0%
Knife	0	0%
Tommy Gun	0	0%
Glass Bottle	0	0%
Shotgun	0	0%
Revolver	0	0%
Drum Sticks (?)	0	0%
Art - Characters	**0h**	**0%**
Enemy 1 - Basic Grunt	0	0%
Character Art	0	0%
Enemy 1 - Animations	0	0%
Character - Animations	0	0%
Enemy 2 - ?	0	0%
Enemy 2 - Animations	0	0%
Enemy 3 - ?	0	0%
Enemy 3 - Animations	0	0%
Art - UI	**0h**	**0%**
Combo Meter	0	0%
Weapon Icons	0	0%
Ammo	0	0%
Level Cleared	0	0%
Death	0	0%
Buttons	0	0%
Cut scenes / Narrative	0	0%
Cursor	0	0%
Abilities / Mutations	0	0%
Aiming Trajectory (?)	0	0%
Art - Lighting	**0h**	**0%**
Bar - Level 1: Lighting	0	0%
Bar - Level 2: Lighting	0	0%
Bar - Level 3: Lighting	0	0%
Bar - Level 4: Lighting (?)	0	0%
Dock - Level 1: Lighting (?)	0	0%
Dock - Level 2: Lighting (?)	0	0%
Art - VFX	**0h**	**0%**
Blood	0	0%
Gun Hit	0	0%
Smashes	0	0%
Colour Splatter	0	0%
Player Hit	0	0%
Melee Hit	0	0%
Sounds	**0h**	**0%**
Pistol	0	0%
Punch	0	0%
Knife	0	0%
Tommy Gun	0	0%
Glass Bottle	0	0%
Shotgun	0	0%
Revolver	0	0%
Melee Hit	0	0%
Player Injured / Stunned	0	0%
Walking / Running	0	0%



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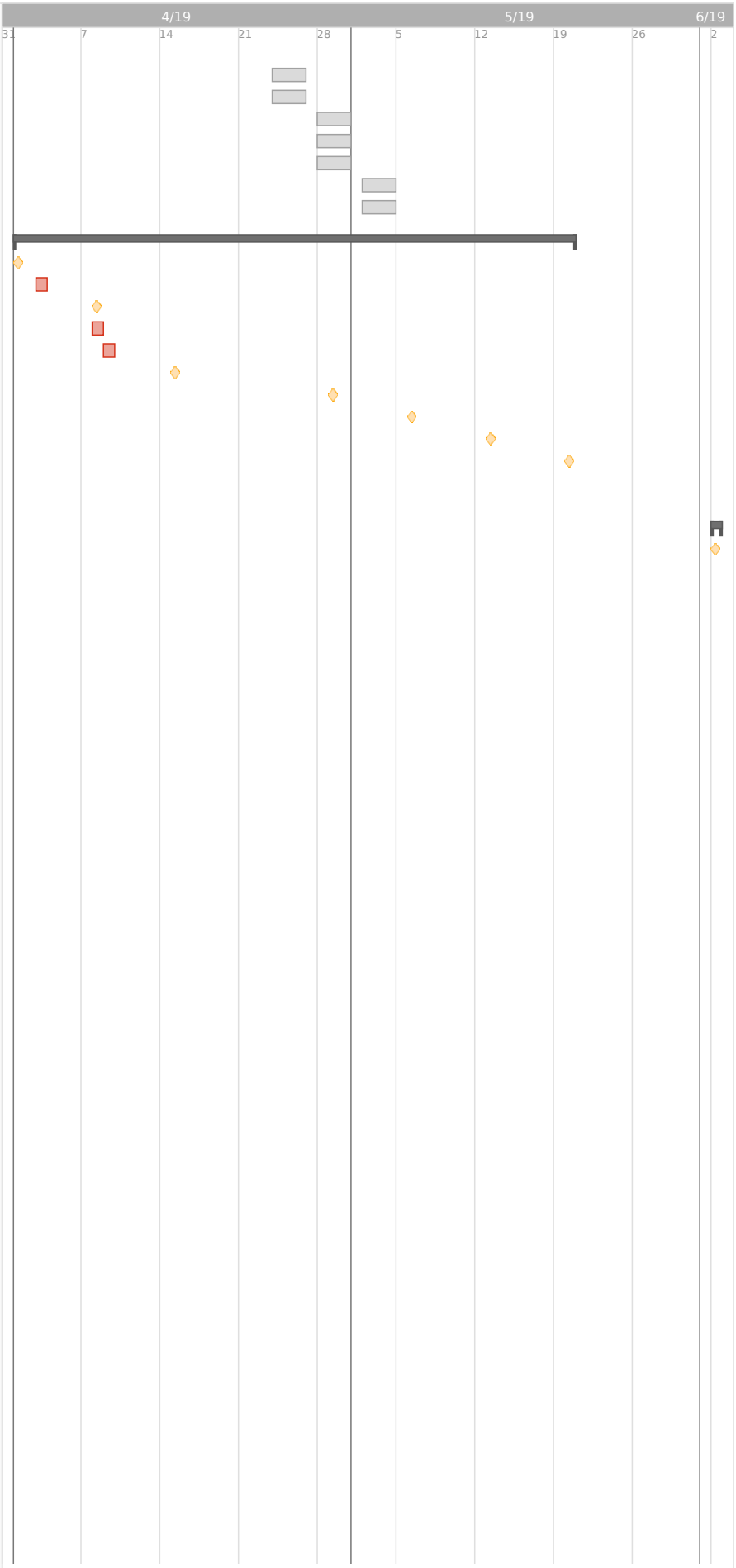
UI Button Hover	0	0%
UI Button Press	0	0%
Empty Gun (No bullets)	0	0%
Generic Gun Pick Up	0	0%
Player Dead	0	0%
Enemy Dead	0	0%
Generic Melee Weapon Pick Up	0	0%
Events	**0h**	**0%**
Week 5 Agenda	0	0%
Re-Pitch @ The Arcade	0	0%
Week 6 Agenda	0	0%
Music Document	0	0%
Design Document Wiki	0	0%
Week 7 Agenda	0	0%
Week 8 Agenda	0	0%
Week 9 Agenda	0	0%
Week 10 Agenda	0	0%
Week 11 Agenda	0	0%
Archived Ideas	**0h**	**0%**
End of Week 12	**0h**	**0%**
End of Week 12	0	0%