					W6				W7						W8					W9						
Week					М	ΓW		F S	S	М	ΤV	N T	F	S	S	М	Т			= s	S	М	T W	Т	F	s s
	Task	Sub-Task	Assigned	Duration																						
SPRINT 1	Meeting #1	Create UML																								
	Pre-liminary analysis and																									
	design of code	Moving Entity	Kelly																							
		Static Entity	Cyrus																							
		Item Entity	Sami																							
		Dungeon	Josh																							
SPRINT 2	Meeting #2	Update UML																								
	Meeting #3	Progress check-in																								
	Meeting #4	Progress check-in												_												
	Testing &																									
	implementation	Dungeon	Josh & Sami																							
		Dungeon Controller	Josh & Sami																							
		Goals	Josh & Sami											_												
		Gamemode	Josh & Sami																							
		Items	Kelly											_												
		Character	Kelly																							
		Static Entities	Cyrus											_												
		Enemy	Cyrus																							
SPRINT 3	Meeting #5	Merge current implemen	tation																							
	Meeting #6	Finalise project																								
	Complete missed																									
	implementation and																									
	further testing	Dungeon & Controller	Josh & Sami																							
		Entities	Kelly & Cyrus																							
		Finalise UML	All																							
	Milestone 1 & 2 DUE	Submit assignment																								