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Task name	Start date	Duration day	Progre...	May 2016																																														
				March 2016					12 Week					13 Week					14 Week					15 Week					16 Week					17 Week					18 Week					19 Week						
				22 Mar	23 Mar	24 Mar	25 Mar	26 Mar	27 Mar	28 Mar	29 Mar	30 Mar	31 Mar	01 Apr	02 Apr	03 Apr	04 Apr	05 Apr	06 Apr	07 Apr	08 Apr	09 Apr	10 Apr	11 Apr	12 Apr	13 Apr	14 Apr	15 Apr	16 Apr	17 Apr	18 Apr	19 Apr	20 Apr	21 Apr	22 Apr	23 Apr	24 Apr	25 Apr	26 Apr	27 Apr	28 Apr	29 Apr	30 Apr	01 May	02 May	03 May	04 May	05 May	06 May	07 May
▼ Total estimate	23/03/16	1	47.13																																															
▼ GameCollection	23/03/16	1	47.13	73%																																														
Develop project plan	23/03/16	1	1.00	100%																																														
▼ Nim	03/04/16	1	32.08	0%																																														
Set up game window	03/04/16	1	0.50	0%																																														
Set up game	05/04/16	1	0.50	0%																																														
Program game logic	06/04/16	1	1.00	0%																																														
Link to main menu	07/04/16	1	0.13	0%																																														
Display previous actions	24/04/16	1	0.50	0%																																														
Add multiple difficulties	25/04/16	1	1.00	0%																																														
Alter code for testing	04/05/16	1	0.50	0%																																														
Test code for game mechanics	04/05/16	1	1.00	0%																																														
▼ Pong2D	28/03/16	0	12.50	100%																																														
2D Shell Set Up	28/03/16	0	1.00	100%																																														
Design Playing Field	29/03/16	1	1.00	100%																																														
Construct Human	30/03/16	0	1.00	100%																																														
Develop Human Movement	31/03/16	1	0.50	100%																																														
Construct Ball	31/03/16	1	1.00	100%																																														
Develop Ball Movement w/ respect to human	01/04/16	1	1.00	100%																																														
Add ball restart to center	02/04/16	0	0.21	100%																																														
Construct computer	03/04/16	1	1.00	100%																																														
Develop ball movement w/ respect to computer	04/04/16	1	1.00	100%																																														
Develop Computer AI	04/04/16	1	1.00	100%																																														
Display Graphics	04/04/16	1	2.00	100%																																														
Improve Lag Time	06/04/16	1	1.00	100%																																														
Add comments	08/04/16	1	1.00	100%																																														
▼ Pong3D	25/03/16	1	43.00	100%																																														
Research Java3D capabilities	25/03/16	1	14.00	100%																																														
Set up Java3d Library In project	08/04/16	1	2.00	100%																																														
Draw basic universe in 3D	09/04/16	1	2.00	100%																																														
Draw in static objects	11/04/16	1	3.00	100%																																														
Add in logic to move human paddle back and forth	14/04/16	1	2.00	100%																																														
Logic to make ball move back and forth	16/04/16	1	2.00	100%																																														
Logic for ball to move according to human paddle	18/04/16	1	1.00	100%																																														
Put in wall restrictions and restart after moving off screen	19/04/16	1	1.00	100%																																														
Logic for ball to move according to computer paddle	21/04/16	1	2.00	100%																																														
Logic for computer to move with respect to ball	22/04/16	0	5.00	100%																																														
Logic to make computer beatable	26/04/16	1	1.00	100%																																														
Enhance basic 3D graphics	27/04/16	1	10.00	100%																																														
Add point system	01/05/16	1	2.00	100%																																														
Add graphics to reflect points	02/05/16	1	1.00	100%																																														
Restart function	03/05/16	1	1.00	100%																																														
Add comments	05/05/16	1	1.00	100%																																														
▼ ShootySnake	08/04/16	0	31.71	100%																																														
Create shell for ShootySnake	08/04/16	0	0.04	100%																																														
Add Movement to Balls	08/04/16	0	0.04	100%																																														
Add keyboard support	08/04/16	0	0.04	100%																																														
Create Ball Class (inside S.S. Class file)	08/04/16	0	0.13	100%																																														
Analyze Concepts of Separating Rendering from the Game Model	08/04/16	0	0.13	100%																																														
Render Balls and Player	08/04/16	0	0.13	100%																																														
Create Chain Behavior of followers	08/04/16	0	0.50	100%																																														
Make leaders bounce off walls	08/04/16	0	0.13	100%																																														
Detect collisions between Beams and Balls	08/04/16	0	0.13	100%																																														
Detect collisions between Player and Balls	08/04/16	0	0.21	100%																																														
Disable hit balls	08/04/16	0	0.08	100%																																														
Check if balls are disabled - win if they are	08/04/16	0	0.21	100%																																														
Add lives	08/04/16	0	0.13	100%																																														
Player respawns when hit by a ball, loses a life	08/04/16	0	0.54	100%																																														
Add Win/Game Over Screens	08/04/16	1	0.58	100%																																														
Add Mouse Controls	05/05/16	1	0.33	100%																																														
Fix offscreen ball bug	06/05/16	0	0.42	100%																																														
Add Enemy Subclass	05/05/16	1	0.50	100%																																														
Hit leaders orient towards player	06/05/16	0	0.63	100%																																														
Introduce Speed Limits	06/05/16	1	0.33	100%																																														
Modularize Ball, Enemy and Chain Behavior	07/05/16	1	1.00	100%																																														
Add levels	06/05/16	1	2.00	100%																																														
Add Points and Highscores	07/05/16	1	2.00	100%																																														
Save Highscores	09/05/16	0	0.50	100%																																														
Fix formatting and resolution handling	06/05/16	1	1.00	100%																																														
Create ShootySnake Driver and Shell	08/05/16	1	0.13	100%																																														
Add Ability to shoot Beams and Add Ability to shoot Enemies	08/05/16	1	0.63	100%																																														