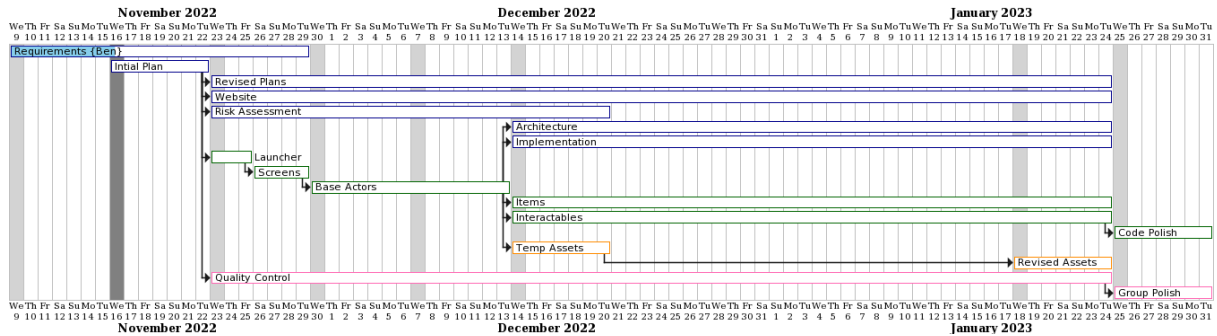


All Gantt Charts

(Will compress all this when uploading to the website, also still need to add progress percentages)

Week 2 (16/11/22)



@startgantt

hide ressources footbox

[Requirements] on {Ben} lasts 21 days

[Initial Plan] lasts 7 days

[Revised Plans] lasts 63 days

[Website] lasts 63 days

[Risk Assessment] lasts 28 days

[Architecture] lasts 42 days

[Implementation] lasts 42 days

[Launcher] lasts 3 days

[Screens] lasts 4 days

[Base Actors] lasts 14 days

[Items] lasts 42 days

[Interactables] lasts 42 days

[Code Polish] lasts 7 days

[Temp Assets] lasts 7 days

[Revised Assets] lasts 7 days

[Quality Control] lasts 63 days

[Group Polish] lasts 7 day

[Requirements] is 35% completed

[Initial Plan] is 0% completed
[Revised Plans] is 0% completed
[Website] is 0% completed
[Risk Assessment] is 0% completed
[Architecture] is 0% completed
[Implementation] is 0% completed
[Launcher] is 0% completed
[Screens] is 0% completed
[Base Actors] is 0% completed
[Items] is 0% completed
[Interactables] is 0% completed
[Code Polish] is 0% completed
[Temp Assets] is 0% completed
[Revised Assets] is 0% completed
[Quality Control] is 0% completed
[Group Polish] is 0% completed

Project starts 2022-11-09
[Requirements] starts 2022-11-09
[Initial Plan] starts 2022-11-16
[Revised Plans] starts at [Initial Plan]'s end
[Risk Assessment] starts at [Initial Plan]'s end
[Website] starts at [Initial Plan]'s end
[Launcher] starts at [Initial Plan]'s end
[Screens] starts at [Launcher]'s end
[Base Actors] starts at [Screens]'s end
[Architecture] starts at [Base Actors]'s end
[Implementation] starts at [Base Actors]'s end
[Items] starts at [Base Actors]'s end
[Interactables] starts at [Base Actors]'s end
[Code Polish] starts at [Interactables]'s end

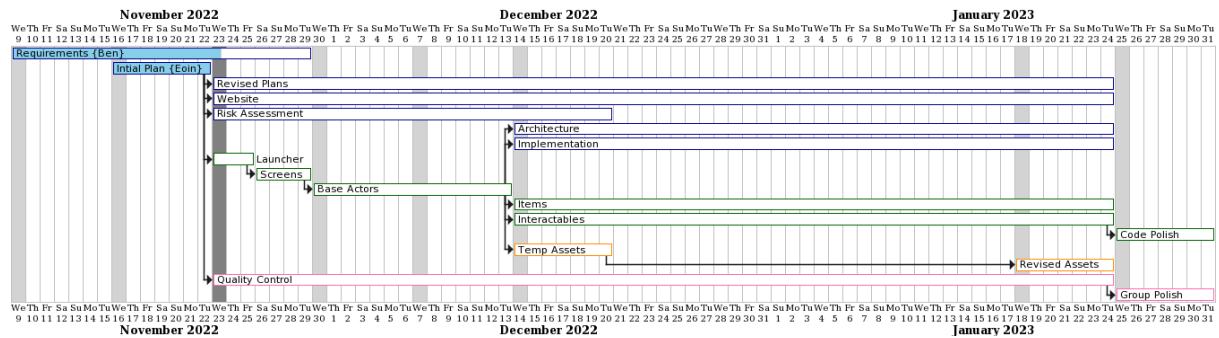
[Temp Assets] starts at [Base Actors]'s end
[Revised Assets] starts 28 days after [Temp Assets]'s end
[Quality Control] starts at [Initial Plan]'s end
[Group Polish] starts at [Quality Control]'s end

[Requirements] is colored in SkyBlue/DarkBlue
[Website] is colored in SkyBlue/DarkBlue
[Initial Plan] is colored in SkyBlue/DarkBlue
[Revised Plans] is colored in SkyBlue/DarkBlue
[Risk Assessment] is colored in SkyBlue/DarkBlue
[Architecture] is colored in SkyBlue/DarkBlue
[Implementation] is colored in SkyBlue/DarkBlue
[Launcher] is colored in LimeGreen/DarkGreen
[Screens] is colored in LimeGreen/DarkGreen
[Base Actors] is colored in LimeGreen/DarkGreen
[Items] is colored in LimeGreen/DarkGreen
[Interactables] is colored in LimeGreen/DarkGreen
[Code Polish] is colored in LimeGreen/DarkGreen
[Temp Assets] is colored in Orange/DarkOrange
[Revised Assets] is colored in Orange/DarkOrange
[Quality Control] is colored in Pink/HotPink
[Group Polish] is colored in Pink/HotPink

2022/11/09 is colored in lightGrey
2022/11/16 is colored in Grey
2022/11/23 is colored in lightGrey
2022/11/30 is colored in lightGrey
2022/12/07 is colored in lightGrey
2022/12/14 is colored in lightGrey
2023/01/18 is colored in lightGrey
2023/01/25 is colored in lightGrey

@endgantt

Week 2 (23/11/22)



No changes

@startgantt

hide ressources footbox

[Requirements] on {Ben} lasts 21 days

[Initial Plan] on {Eoin} lasts 7 days

[Revised Plans] lasts 63 days

[Website] lasts 63 days

[Risk Assessment] lasts 28 days

[Architecture] lasts 42 days

[Implementation] lasts 42 days

[Launcher] lasts 3 days

[Screens] lasts 4 days

[Base Actors] lasts 14 days

[Items] lasts 42 days

[Interactables] lasts 42 days

[Code Polish] lasts 7 days

[Temp Assets] lasts 7 days

[Revised Assets] lasts 7 days

[Quality Control] lasts 63 days

[Group Polish] lasts 7 day

[Requirements] is 70% completed

[Initial Plan] is 100% completed
[Revised Plans] is 0% completed
[Website] is 0% completed
[Risk Assessment] is 0% completed
[Architecture] is 0% completed
[Implementation] is 0% completed
[Launcher] is 0% completed
[Screens] is 0% completed
[Base Actors] is 0% completed
[Items] is 0% completed
[Interactables] is 0% completed
[Code Polish] is 0% completed
[Temp Assets] is 0% completed
[Revised Assets] is 0% completed
[Quality Control] is 0% completed
[Group Polish] is 0% completed

Project starts 2022-11-09
[Requirements] starts 2022-11-09
[Initial Plan] starts 2022-11-16
[Revised Plans] starts at [Initial Plan]'s end
[Risk Assessment] starts at [Initial Plan]'s end
[Website] starts at [Initial Plan]'s end
[Launcher] starts at [Initial Plan]'s end
[Screens] starts at [Launcher]'s end
[Base Actors] starts at [Screens]'s end
[Architecture] starts at [Base Actors]'s end
[Implementation] starts at [Base Actors]'s end
[Items] starts at [Base Actors]'s end
[Interactables] starts at [Base Actors]'s end
[Code Polish] starts at [Interactables]'s end

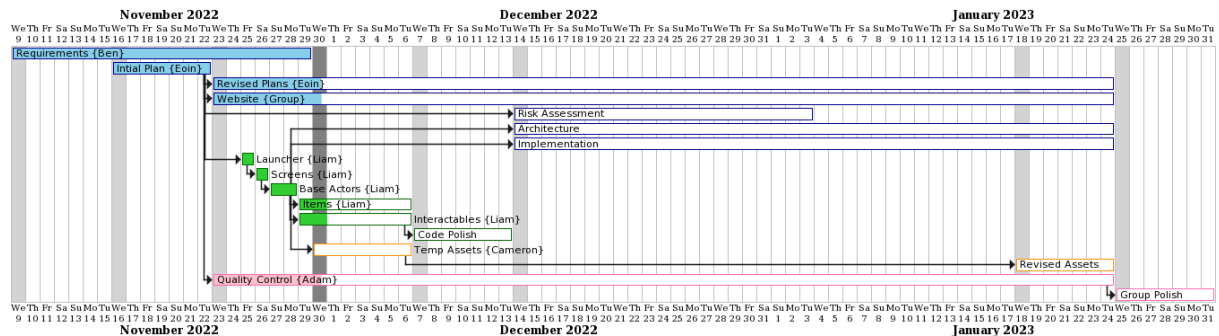
[Temp Assets] starts at [Base Actors]'s end
[Revised Assets] starts 28 days after [Temp Assets]'s end
[Quality Control] starts at [Initial Plan]'s end
[Group Polish] starts at [Quality Control]'s end

[Requirements] is colored in SkyBlue/DarkBlue
[Website] is colored in SkyBlue/DarkBlue
[Initial Plan] is colored in SkyBlue/DarkBlue
[Revised Plans] is colored in SkyBlue/DarkBlue
[Risk Assessment] is colored in SkyBlue/DarkBlue
[Architecture] is colored in SkyBlue/DarkBlue
[Implementation] is colored in SkyBlue/DarkBlue
[Launcher] is colored in LimeGreen/DarkGreen
[Screens] is colored in LimeGreen/DarkGreen
[Base Actors] is colored in LimeGreen/DarkGreen
[Items] is colored in LimeGreen/DarkGreen
[Interactables] is colored in LimeGreen/DarkGreen
[Code Polish] is colored in LimeGreen/DarkGreen
[Temp Assets] is colored in Orange/DarkOrange
[Revised Assets] is colored in Orange/DarkOrange
[Quality Control] is colored in Pink/HotPink
[Group Polish] is colored in Pink/HotPink

2022/11/09 is colored in lightGrey
2022/11/16 is colored in lightGrey
2022/11/23 is colored in Grey
2022/11/30 is colored in lightGrey
2022/12/07 is colored in lightGrey
2022/12/14 is colored in lightGrey
2023/01/18 is colored in lightGrey
2023/01/25 is colored in lightGrey

@endgantt

Week 3 (30/11/12)



Launcher screens and base actors took much shorter than anticipated. Items, code polish and temp assets brought forward as a result. Risk assessment not completed so pushed back a week. Architecture and Implementation also pushed back as code is ahead of schedule, gives group time to focus on other uni modules

@startgantt

hide ressources footbox

[Requirements] on {Ben} lasts 21 days

[Initial Plan] on {Eoin} lasts 7 days

[Revised Plans] on {Eoin} lasts 63 days

[Website] on {Group} lasts 63 days

[Risk Assessment] lasts 21 days

[Architecture] lasts 42 days

[Implementation] lasts 42 days

[Launcher] on {Liam} lasts 1 days

[Screens] on {Liam} lasts 1 days

[Base Actors] on {Liam} lasts 2 days

[Items] on {Liam} lasts 8 days

[Interactables] on {Liam} lasts 8 days

[Code Polish] lasts 7 days

[Temp Assets] on {Cameron} lasts 7 days

[Revised Assets] lasts 7 days

[Quality Control] on {Adam} lasts 63 days

[Group Polish] lasts 7 day

[Requirements] is 100% completed

[Intial Plan] is 100% completed

[Revised Plans] is 12% completed

[Website] is 12% completed

[Risk Assessment] is 0% completed

[Architecture] is 0% completed

[Implementation] is 0% completed

[Launcher] is 100% completed

[Screens] is 100% completed

[Base Actors] is 100% completed

[Items] is 25% completed

[Interactables] is 25% completed

[Code Polish] is 0% completed

[Temp Assets] is 0% completed

[Revised Assets] is 0% completed

[Quality Control] is 12% completed

[Group Polish] is 0% completed

Project starts 2022-11-09

[Requirements] starts 2022-11-09

[Intial Plan] starts 2022-11-16

[Revised Plans] starts at [Intial Plan]'s end

[Risk Assessment] starts 21 days after [Intial Plan]'s end

[Website] starts at [Intial Plan]'s end

[Launcher] starts 2 days after [Intial Plan]'s end

[Screens] starts at [Launcher]'s end

[Base Actors] starts at [Screens]'s end

[Architecture] starts 15 days after [Base Actors]'s end
[Implementation] starts 15 days after [Base Actors]'s end
[Items] starts at [Base Actors]'s end
[Interactables] starts at [Base Actors]'s end
[Code Polish] starts at [Interactables]'s end
[Temp Assets] starts 1 day after [Base Actors]'s end
[Revised Assets] starts 42 days after [Temp Assets]'s end
[Quality Control] starts at [Initial Plan]'s end
[Group Polish] starts at [Quality Control]'s end

[Requirements] is colored in SkyBlue/DarkBlue
[Website] is colored in SkyBlue/DarkBlue
[Initial Plan] is colored in SkyBlue/DarkBlue
[Revised Plans] is colored in SkyBlue/DarkBlue
[Risk Assessment] is colored in SkyBlue/DarkBlue
[Architecture] is colored in SkyBlue/DarkBlue
[Implementation] is colored in SkyBlue/DarkBlue
[Launcher] is colored in LimeGreen/DarkGreen
[Screens] is colored in LimeGreen/DarkGreen
[Base Actors] is colored in LimeGreen/DarkGreen
[Items] is colored in LimeGreen/DarkGreen
[Interactables] is colored in LimeGreen/DarkGreen
[Code Polish] is colored in LimeGreen/DarkGreen
[Temp Assets] is colored in Orange/DarkOrange
[Revised Assets] is colored in Orange/DarkOrange
[Quality Control] is colored in Pink/HotPink
[Group Polish] is colored in Pink/HotPink

2022/11/09 is colored in lightGrey

2022/11/16 is colored in lightGrey

2022/11/23 is colored in lightGrey

2022/11/30 is colored in Grey

2022/12/07 is colored in lightGrey

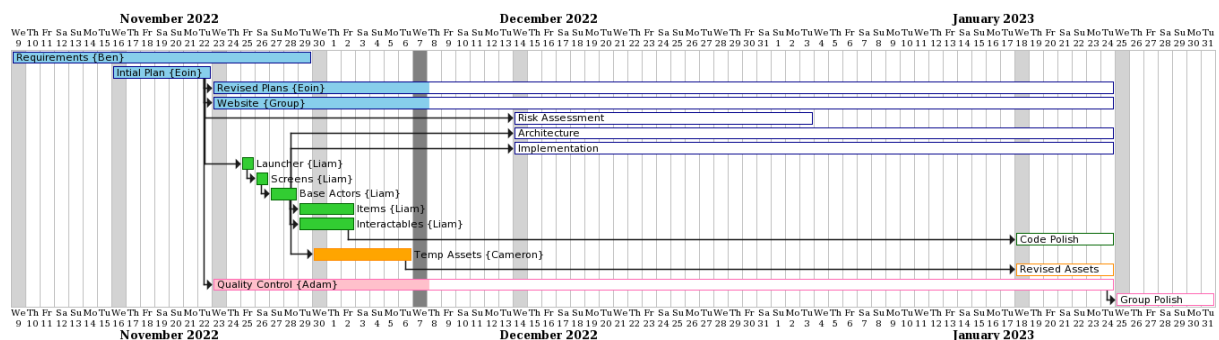
2022/12/14 is colored in lightGrey

2023/01/18 is colored in lightGrey

2023/01/25 is colored in lightGrey

@endgantt

Week 4 (07/12/22)



Items and interactables took much shorter than intended. Code polish pushed back to after exams.

@startgantt

hide ressources footbox

[Requirements] on {Ben} lasts 21 days

[Initial Plan] on {Eoin} lasts 7 days

[Revised Plans] on {Eoin} lasts 63 days

[Website] on {Group} lasts 63 days

[Risk Assessment] lasts 21 days

[Architecture] lasts 42 days

[Implementation] lasts 42 days

[Launcher] on {Liam} lasts 1 days

[Screens] on {Liam} lasts 1 days

[Base Actors] on {Liam} lasts 2 days

[Items] on {Liam} lasts 4 days

[Interactables] on {Liam} lasts 4 days

[Code Polish] lasts 7 days

[Temp Assets] on {Cameron} lasts 7 days

[Revised Assets] lasts 7 days

[Quality Control] on {Adam} lasts 63 days

[Group Polish] lasts 7 day

[Requirements] is 100% completed

[Intial Plan] is 100% completed

[Revised Plans] is 24% completed

[Website] is 24% completed

[Risk Assessment] is 0% completed

[Architecture] is 0% completed

[Implementation] is 0% completed

[Launcher] is 100% completed

[Screens] is 100% completed

[Base Actors] is 100% completed

[Items] is 100% completed

[Interactables] is 100% completed

[Code Polish] is 0% completed

[Temp Assets] is 100% completed

[Revised Assets] is 0% completed

[Quality Control] is 24% completed

[Group Polish] is 0% completed

Project starts 2022-11-09

[Requirements] starts 2022-11-09

[Intial Plan] starts 2022-11-16

[Revised Plans] starts at [Intial Plan]'s end

[Risk Assessment] starts 21 days after [Intial Plan]'s end

[Website] starts at [Intial Plan]'s end

[Launcher] starts 2 days after [Intial Plan]'s end

[Screens] starts at [Launcher]'s end

[Base Actors] starts at [Screens]'s end
[Architecture] starts 15 days after [Base Actors]'s end
[Implementation] starts 15 days after [Base Actors]'s end
[Items] starts at [Base Actors]'s end
[Interactables] starts at [Base Actors]'s end
[Code Polish] starts 46 days after [Interactables]'s end
[Temp Assets] starts 1 day after [Base Actors]'s end
[Revised Assets] starts 42 days after [Temp Assets]'s end
[Quality Control] starts at [Intial Plan]'s end
[Group Polish] starts at [Quality Control]'s end

[Requirements] is colored in SkyBlue/DarkBlue
[Website] is colored in SkyBlue/DarkBlue
[Intial Plan] is colored in SkyBlue/DarkBlue
[Revised Plans] is colored in SkyBlue/DarkBlue
[Risk Assessment] is colored in SkyBlue/DarkBlue
[Architecture] is colored in SkyBlue/DarkBlue
[Implementation] is colored in SkyBlue/DarkBlue
[Launcher] is colored in LimeGreen/DarkGreen
[Screens] is colored in LimeGreen/DarkGreen
[Base Actors] is colored in LimeGreen/DarkGreen
[Items] is colored in LimeGreen/DarkGreen
[Interactables] is colored in LimeGreen/DarkGreen
[Code Polish] is colored in LimeGreen/DarkGreen
[Temp Assets] is colored in Orange/DarkOrange
[Revised Assets] is colored in Orange/DarkOrange
[Quality Control] is colored in Pink/HotPink
[Group Polish] is colored in Pink/HotPink

2022/11/09 is colored in lightGrey

2022/11/16 is colored in lightGrey

2022/11/23 is colored in lightGrey

2022/11/30 is colored in lightGrey

2022/12/07 is colored in Grey

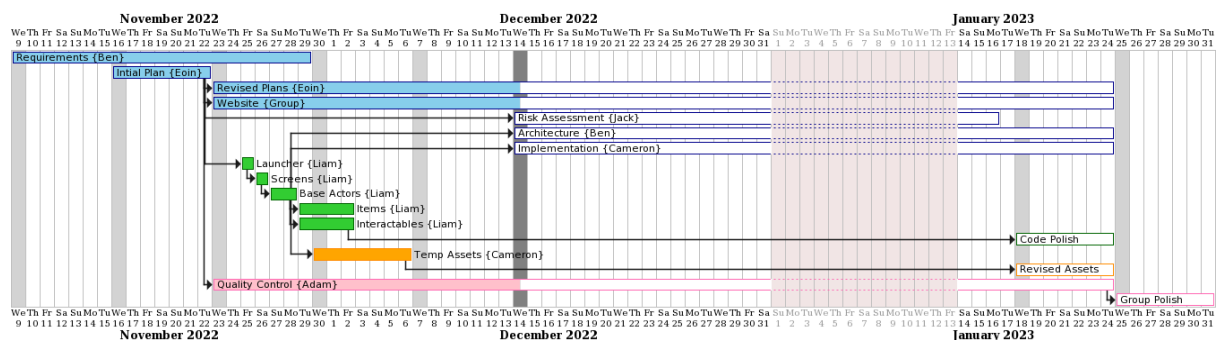
2022/12/14 is colored in lightGrey

2023/01/18 is colored in lightGrey

2023/01/25 is colored in lightGrey

@endgantt

Week 5 (14/01/22)



@startgantt

hide ressources footbox

[Requirements] lasts 21 days

[Initial Plan] lasts 7 days

[Revised Plans] lasts 50 days

[Website] lasts 50 days

[Risk Assessment] lasts 21 days

[Architecture] lasts 29 days

[Implementation] lasts 29 days

[Launcher] lasts 1 days

[Screens] lasts 1 days

[Base Actors] lasts 2 days

[Items] lasts 4 days

[Interactables] lasts 4 days

[Code Polish] lasts 7 days

[Temp Assets] lasts 7 days

[Revised Assets] lasts 7 days

[Quality Control] lasts 50 days

[Group Polish] lasts 7 day

[Requirements] on {Ben} is 100% completed

[Intial Plan] on {Eoin} is 100% completed

[Revised Plans] on {Eoin} is 43% completed

[Website] on {Group} is 43% completed

[Risk Assessment] on {Jack} is 0% completed

[Architecture] on {Ben} is 0% completed

[Implementation] on {Cameron} is 0% completed

[Launcher] on {Liam} is 100% completed

[Screens] on {Liam} is 100% completed

[Base Actors] on {Liam} is 100% completed

[Items] on {Liam} is 100% completed

[Interactables] on {Liam} is 100% completed

[Code Polish] is 0% completed

[Temp Assets] on {Cameron} is 100% completed

[Revised Assets] is 0% completed

[Quality Control] on {Adam} is 43% completed

[Group Polish] is 0% completed

Project starts 2022-11-09

[Requirements] starts 2022-11-09

[Intial Plan] starts 2022-11-16

[Revised Plans] starts at [Intial Plan]'s end

[Risk Assessment] starts 21 days after [Intial Plan]'s end

[Website] starts at [Intial Plan]'s end

[Launcher] starts 2 days after [Intial Plan]'s end

[Screens] starts at [Launcher]'s end

[Base Actors] starts at [Screens]'s end
[Architecture] starts 15 days after [Base Actors]'s end
[Implementation] starts 15 days after [Base Actors]'s end
[Items] starts at [Base Actors]'s end
[Interactables] starts at [Base Actors]'s end
[Code Polish] starts 46 days after [Interactables]'s end
[Temp Assets] starts 1 day after [Base Actors]'s end
[Revised Assets] starts 42 days after [Temp Assets]'s end
[Quality Control] starts at [Intial Plan]'s end
[Group Polish] starts 13 days after [Quality Control]'s end

[Requirements] is colored in SkyBlue/DarkBlue
[Website] is colored in SkyBlue/DarkBlue
[Intial Plan] is colored in SkyBlue/DarkBlue
[Revised Plans] is colored in SkyBlue/DarkBlue
[Risk Assessment] is colored in SkyBlue/DarkBlue
[Architecture] is colored in SkyBlue/DarkBlue
[Implementation] is colored in SkyBlue/DarkBlue
[Launcher] is colored in LimeGreen/DarkGreen
[Screens] is colored in LimeGreen/DarkGreen
[Base Actors] is colored in LimeGreen/DarkGreen
[Items] is colored in LimeGreen/DarkGreen
[Interactables] is colored in LimeGreen/DarkGreen
[Code Polish] is colored in LimeGreen/DarkGreen
[Temp Assets] is colored in Orange/DarkOrange
[Revised Assets] is colored in Orange/DarkOrange
[Quality Control] is colored in Pink/HotPink
[Group Polish] is colored in Pink/HotPink

2022/11/09 is colored in lightGrey

2022/11/16 is colored in lightGrey

2022/11/23 is colored in lightGrey

2022/11/30 is colored in lightGrey

2022/12/07 is colored in lightGrey

2022/12/14 is colored in Grey

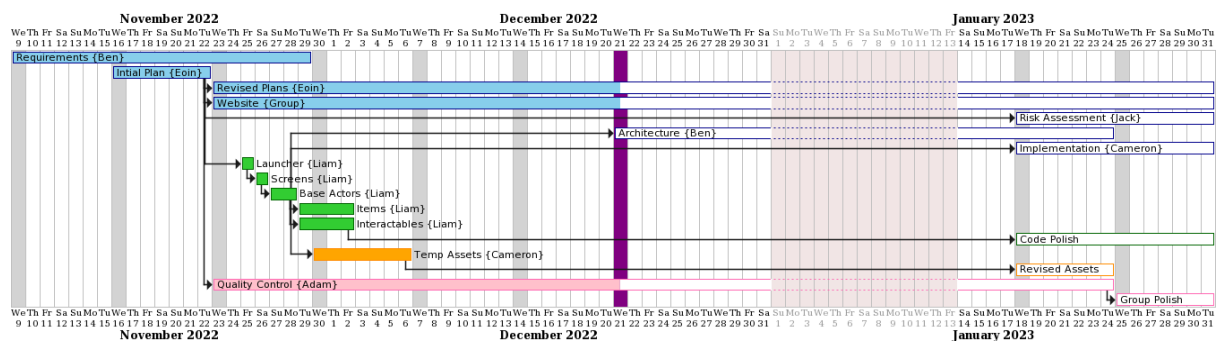
2023/01/18 is colored in lightGrey

2023/01/25 is colored in lightGrey

2023/01/01 to 2023/01/13 are closed

@endgantt

Discord week



@startgantt

hide ressources footbox

[Requirements] lasts 21 days

[Intial Plan] lasts 7 days

[Revised Plans] lasts 57 days

[Website] lasts 57 days

[Risk Assessment] lasts 14 days

[Architecture] lasts 22 days

[Implementation] lasts 14 days

[Launcher] lasts 1 days

[Screens] lasts 1 days

[Base Actors] lasts 2 days

[Items] lasts 4 days

[Interactables] lasts 4 days

[Code Polish] lasts 14 days

[Temp Assets] lasts 7 days

[Revised Assets] lasts 7 days

[Quality Control] lasts 50 days

[Group Polish] lasts 7 day

[Requirements] on {Ben} is 100% completed

[Intial Plan] on {Eoin} is 100% completed

[Revised Plans] on {Eoin} is 50% completed

[Website] on {Group} is 50% completed

[Risk Assessment] on {Jack} is 0% completed

[Architecture] on {Ben} is 0% completed

[Implementation] on {Cameron} is 0% completed

[Launcher] on {Liam} is 100% completed

[Screens] on {Liam} is 100% completed

[Base Actors] on {Liam} is 100% completed

[Items] on {Liam} is 100% completed

[Interactables] on {Liam} is 100% completed

[Code Polish] is 0% completed

[Temp Assets] on {Cameron} is 100% completed

[Revised Assets] is 0% completed

[Quality Control] on {Adam} is 57% completed

[Group Polish] is 0% completed

Project starts 2022-11-09

[Requirements] starts 2022-11-09

[Intial Plan] starts 2022-11-16

[Revised Plans] starts at [Intial Plan]'s end

[Risk Assessment] starts 56 days after [Intial Plan]'s end

[Website] starts at [Intial Plan]'s end

[Launcher] starts 2 days after [Initial Plan]'s end
[Screens] starts at [Launcher]'s end
[Base Actors] starts at [Screens]'s end
[Architecture] starts 22 days after [Base Actors]'s end
[Implementation] starts 50 days after [Base Actors]'s end
[Items] starts at [Base Actors]'s end
[Interactables] starts at [Base Actors]'s end
[Code Polish] starts 46 days after [Interactables]'s end
[Temp Assets] starts 1 day after [Base Actors]'s end
[Revised Assets] starts 42 days after [Temp Assets]'s end
[Quality Control] starts at [Initial Plan]'s end
[Group Polish] starts 13 days after [Quality Control]'s end

[Requirements] is colored in SkyBlue/DarkBlue
[Website] is colored in SkyBlue/DarkBlue
[Initial Plan] is colored in SkyBlue/DarkBlue
[Revised Plans] is colored in SkyBlue/DarkBlue
[Risk Assessment] is colored in SkyBlue/DarkBlue
[Architecture] is colored in SkyBlue/DarkBlue
[Implementation] is colored in SkyBlue/DarkBlue
[Launcher] is colored in LimeGreen/DarkGreen
[Screens] is colored in LimeGreen/DarkGreen
[Base Actors] is colored in LimeGreen/DarkGreen
[Items] is colored in LimeGreen/DarkGreen
[Interactables] is colored in LimeGreen/DarkGreen
[Code Polish] is colored in LimeGreen/DarkGreen
[Temp Assets] is colored in Orange/DarkOrange
[Revised Assets] is colored in Orange/DarkOrange
[Quality Control] is colored in Pink/HotPink
[Group Polish] is colored in Pink/HotPink

2022/11/09 is colored in lightGrey

2022/11/16 is colored in lightGrey

2022/11/23 is colored in lightGrey

2022/11/30 is colored in lightGrey

2022/12/07 is colored in lightGrey

2022/12/14 is colored in lightGrey

2022/12/21 is colored in Purple

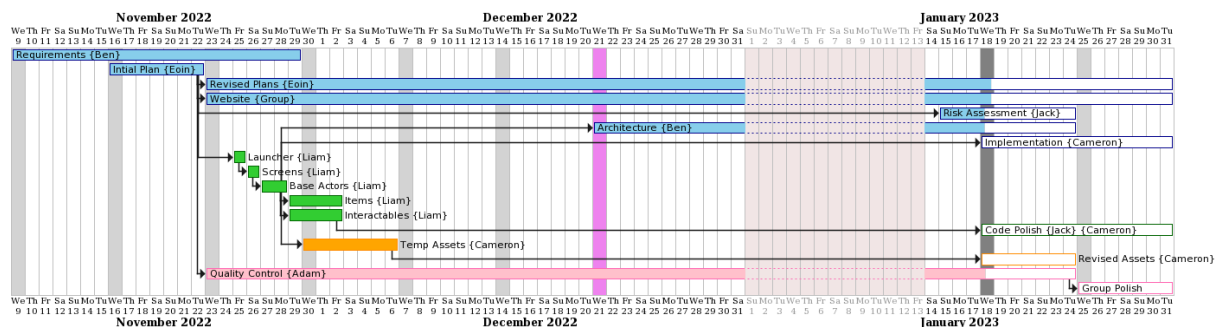
2023/01/18 is colored in lightGrey

2023/01/25 is colored in lightGrey

2023/01/01 to 2023/01/13 are closed

@endgantt

Week 6 (18/01/23)



@startgantt

[Requirements] lasts 21 days

[Initial Plan] lasts 7 days

[Revised Plans] lasts 57 days

[Website] lasts 57 days

[Risk Assessment] lasts 10 days

[Architecture] lasts 22 days

[Implementation] lasts 14 days

[Launcher] lasts 1 days

[Screens] lasts 1 days

[Base Actors] lasts 2 days

[Items] lasts 4 days

[Interactables] lasts 4 days

[Code Polish] lasts 28 days

[Temp Assets] lasts 7 days

[Revised Assets] lasts 7 days

[Quality Control] lasts 50 days

[Group Polish] lasts 7 day

hide ressources footbox

[Requirements] on {Ben} is 100% completed

[Intial Plan] on {Eoin} is 100% completed

[Revised Plans] on {Eoin} is 77% completed

[Website] on {Group} is 77% completed

[Risk Assessment] on {Jack} is 33% completed

[Architecture] on {Ben} is 70% completed

[Implementation] on {Cameron} is 0% completed

[Launcher] on {Liam} is 100% completed

[Screens] on {Liam} is 100% completed

[Base Actors] on {Liam} is 100% completed

[Items] on {Liam} is 100% completed

[Interactables] on {Liam} is 100% completed

[Code Polish] on {Jack}{Cameron} is 0% completed

[Temp Assets] on {Cameron} is 100% completed

[Revised Assets] on {Cameron} is 0% completed

[Quality Control] on {Adam} is 87% completed

[Group Polish] is 0% completed

Project starts 2022-11-09

[Requirements] starts 2022-11-09

[Intial Plan] starts 2022-11-16

[Revised Plans] starts at [Initial Plan]'s end
[Risk Assessment] starts 53 days after [Initial Plan]'s end
[Website] starts at [Initial Plan]'s end
[Launcher] starts 2 days after [Initial Plan]'s end
[Screens] starts at [Launcher]'s end
[Base Actors] starts at [Screens]'s end
[Architecture] starts 22 days after [Base Actors]'s end
[Implementation] starts 50 days after [Base Actors]'s end
[Items] starts at [Base Actors]'s end
[Interactables] starts at [Base Actors]'s end
[Code Polish] starts 46 days after [Interactables]'s end
[Temp Assets] starts 1 day after [Base Actors]'s end
[Revised Assets] starts 42 days after [Temp Assets]'s end
[Quality Control] starts at [Initial Plan]'s end
[Group Polish] starts 13 days after [Quality Control]'s end

[Requirements] is colored in SkyBlue/DarkBlue
[Website] is colored in SkyBlue/DarkBlue
[Initial Plan] is colored in SkyBlue/DarkBlue
[Revised Plans] is colored in SkyBlue/DarkBlue
[Risk Assessment] is colored in SkyBlue/DarkBlue
[Architecture] is colored in SkyBlue/DarkBlue
[Implementation] is colored in SkyBlue/DarkBlue
[Launcher] is colored in LimeGreen/DarkGreen
[Screens] is colored in LimeGreen/DarkGreen
[Base Actors] is colored in LimeGreen/DarkGreen
[Items] is colored in LimeGreen/DarkGreen
[Interactables] is colored in LimeGreen/DarkGreen
[Code Polish] is colored in LimeGreen/DarkGreen
[Temp Assets] is colored in Orange/DarkOrange
[Revised Assets] is colored in Orange/DarkOrange

[Quality Control] is colored in Pink/HotPink

[Group Polish] is colored in Pink/HotPink

2022/11/09 is colored in lightGrey

2022/11/16 is colored in lightGrey

2022/11/23 is colored in lightGrey

2022/11/30 is colored in lightGrey

2022/12/07 is colored in lightGrey

2022/12/14 is colored in lightGrey

2022/12/21 is colored in violet

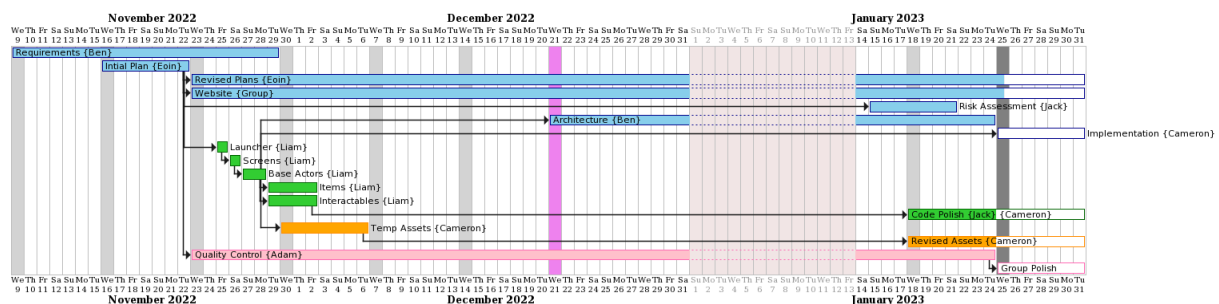
2023/01/18 is colored in Grey

2023/01/25 is colored in lightGrey

2023/01/01 to 2023/01/13 are closed

@endgantt

Week 7 (25/01/23)



Ben was busy with external work commitments so Architecture was pushed back. Jack was behind on some of his uni work which was why Risk assessment got pushed back a bit.

@startgantt

[Requirements] lasts 21 days

[Initial Plan] lasts 7 days

[Revised Plans] lasts 57 days

[Website] lasts 57 days
[Risk Assessment] lasts 7 days
[Architecture] lasts 22 days
[Implementation] lasts 7 days
[Launcher] lasts 1 days
[Screens] lasts 1 days
[Base Actors] lasts 2 days
[Items] lasts 4 days
[Interactables] lasts 4 days
[Code Polish] lasts 28 days
[Temp Assets] lasts 7 days
[Revised Assets] lasts 14 days
[Quality Control] lasts 50 days
[Group Polish] lasts 7 day

hide ressources footbox

[Requirements] on {Ben} is 100% completed
[Intial Plan] on {Eoin} is 100% completed
[Revised Plans] on {Eoin} is 89% completed
[Website] on {Group} is 89% completed
[Risk Assessment] on {Jack} is 100% completed
[Architecture] on {Ben} is 100% completed
[Implementation] on {Cameron} is 0% completed
[Launcher] on {Liam} is 100% completed
[Screens] on {Liam} is 100% completed
[Base Actors] on {Liam} is 100% completed
[Items] on {Liam} is 100% completed
[Interactables] on {Liam} is 100% completed
[Code Polish] on {Jack}{Cameron} is 50% completed
[Temp Assets] on {Cameron} is 100% completed
[Revised Assets] on {Cameron} is 50% completed

[Quality Control] on {Adam} is 100% completed

[Group Polish] is 0% completed

Project starts 2022-11-09

[Requirements] starts 2022-11-09

[Initial Plan] starts 2022-11-16

[Revised Plans] starts at [Initial Plan]'s end

[Risk Assessment] starts 53 days after [Initial Plan]'s end

[Website] starts at [Initial Plan]'s end

[Launcher] starts 2 days after [Initial Plan]'s end

[Screens] starts at [Launcher]'s end

[Base Actors] starts at [Screens]'s end

[Architecture] starts 22 days after [Base Actors]'s end

[Implementation] starts 57 days after [Base Actors]'s end

[Items] starts at [Base Actors]'s end

[Interactables] starts at [Base Actors]'s end

[Code Polish] starts 46 days after [Interactables]'s end

[Temp Assets] starts 1 day after [Base Actors]'s end

[Revised Assets] starts 42 days after [Temp Assets]'s end

[Quality Control] starts at [Initial Plan]'s end

[Group Polish] starts 13 days after [Quality Control]'s end

[Requirements] is colored in SkyBlue/DarkBlue

[Website] is colored in SkyBlue/DarkBlue

[Initial Plan] is colored in SkyBlue/DarkBlue

[Revised Plans] is colored in SkyBlue/DarkBlue

[Risk Assessment] is colored in SkyBlue/DarkBlue

[Architecture] is colored in SkyBlue/DarkBlue

[Implementation] is colored in SkyBlue/DarkBlue

[Launcher] is colored in LimeGreen/DarkGreen

[Screens] is colored in LimeGreen/DarkGreen

[Base Actors] is colored in LimeGreen/DarkGreen

[Items] is colored in LimeGreen/DarkGreen

[Interactables] is colored in LimeGreen/DarkGreen

[Code Polish] is colored in LimeGreen/DarkGreen

[Temp Assets] is colored in Orange/DarkOrange

[Revised Assets] is colored in Orange/DarkOrange

[Quality Control] is colored in Pink/HotPink

[Group Polish] is colored in Pink/HotPink

2022/11/09 is colored in lightGrey

2022/11/16 is colored in lightGrey

2022/11/23 is colored in lightGrey

2022/11/30 is colored in lightGrey

2022/12/07 is colored in lightGrey

2022/12/14 is colored in lightGrey

2022/12/21 is colored in violet

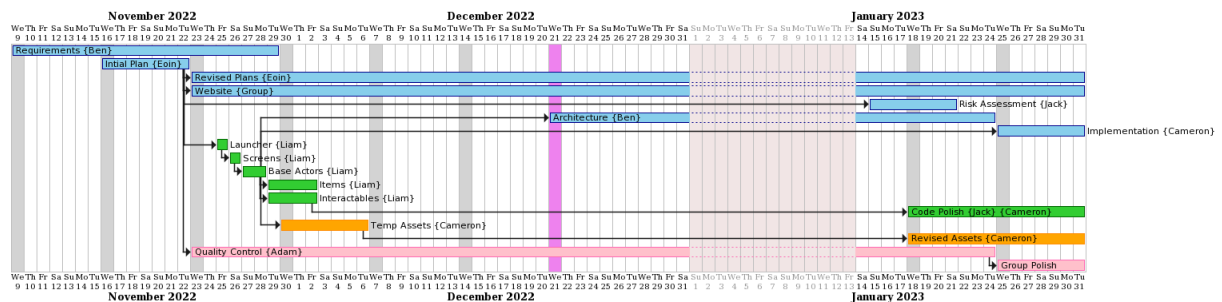
2023/01/18 is colored in lightGrey

2023/01/25 is colored in Grey

2023/01/01 to 2023/01/13 are closed

@endgantt

FINAL



@startgantt

[Requirements] lasts 21 days
[Initial Plan] lasts 7 days
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[Temp Assets] lasts 7 days
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[Quality Control] lasts 50 days
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hide resources toolbox

[Requirements] on {Ben} is 100% completed
[Initial Plan] on {Eoin} is 100% completed
[Revised Plans] on {Eoin} is 100% completed
[Website] on {Group} is 100% completed
[Risk Assessment] on {Jack} is 100% completed
[Architecture] on {Ben} is 100% completed
[Implementation] on {Cameron} is 100% completed
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[Screens] on {Liam} is 100% completed
[Base Actors] on {Liam} is 100% completed
[Items] on {Liam} is 100% completed
[Interactables] on {Liam} is 100% completed

[Code Polish] on {Jack}{Cameron} is 100% completed
[Temp Assets] on {Cameron} is 100% completed
[Revised Assets] on {Cameron} is 100% completed
[Quality Control] on {Adam} is 100% completed
[Group Polish] is 100% completed

Project starts 2022-11-09
[Requirements] starts 2022-11-09
[Intial Plan] starts 2022-11-16
[Revised Plans] starts at [Intial Plan]'s end
[Risk Assessment] starts 53 days after [Intial Plan]'s end
[Website] starts at [Intial Plan]'s end
[Launcher] starts 2 days after [Intial Plan]'s end
[Screens] starts at [Launcher]'s end
[Base Actors] starts at [Screens]'s end
[Architecture] starts 22 days after [Base Actors]'s end
[Implementation] starts 57 days after [Base Actors]'s end
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2022/11/09 is colored in lightGrey
2022/11/16 is colored in lightGrey
2022/11/23 is colored in lightGrey
2022/11/30 is colored in lightGrey
2022/12/07 is colored in lightGrey
2022/12/14 is colored in lightGrey
2022/12/21 is colored in violet
2023/01/18 is colored in lightGrey
2023/01/25 is colored in lightGrey

2023/01/01 to 2023/01/13 are closed

@endgantt

Documents Tasks		
Name	Deliverable	Start date - End date
Requirements	Req1.pdf	09/11/22 - 23/11/22

Website	url1.txt	23/11/22 - 31/01/23
Planning	Plan1.pdf	23/11/22 – 21/01/23
Risk Assessment	Risk1.pdf	23/11/22 - 21/12/22
Architecture	Arch1.pdf	07/12/22 - 14/01/23
Implementation	Impl1.pdf	07/12/22 - 28/01/23

Game Tasks	
Name	Start date - End date
Launcher	01/12/22 – 03/12/22
Screens	03/12/22 - 07/12/22
Base Types	07/12/22 - 23/12/22
Items	07/12/22 - 14/01/23
Interactables	07/12/22 – 14/01/23
Asset Collection	01/01/23 – 28/01/23
Proof Check	
Name	Start date – End date
Quality Control	30/11/22 – 28/01/23
Individual Check	28/01/23 – 31/01/23
Group Check	31/01/23 – 01/02/23