

Task Name	Start Date	End date	Duration
Game Aim	01-03-2022	09-03-2022	8
Game Decision	09-03-2022	13-03-2022	4
Language choice	13-03-2022	20-03-2022	7
Code choice	20-03-2022	29-03-2022	9
Target Audience	29-03-2022	01-04-2022	3
UI creation	01-04-2022	07-04-2022	6
Self Testing	07-04-2022	12-04-2022	5
External testing	12-04-2022	25-04-2022	13
Documentation	25-04-2022	30-04-2022	5

