










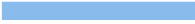






























Project: Time plan  
Date: Fri 25/10/13

Task		Inactive Summary		External Tasks	
Split		Manual Task		External Milestone	
Milestone		Duration-only		Deadline	
Summary		Manual Summary Rollup		Progress	
Project Summary		Manual Summary		Manual Progress	
Inactive Task		Start-only			
Inactive Milestone		Finish-only			

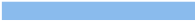


















ID		Task Mode	Task Name	Duration	Start	Finish	Predecessors														
								T	F	S	S	28 Oct '13				04 Nov '13					
								M	T	W	T	F	S	S	M	T	W	T	F	S	S
10			Implement item pickup	1 day	Mon 11/11/13	Tue 12/11/13	4														
11			Implement basic inventory system	9 days	Tue 12/11/13	Thu 21/11/13	10														
12			Draw basic sprite art (Place holders)	5 days	Sun 10/11/13	Fri 15/11/13	3														
13			Implement skill bar	2 days	Thu 21/11/13	Sat 23/11/13	11														
14			Implement more advance player actions (using items, attacking enemies)	6 days	Thu 21/11/13	Wed 27/11/13	8,9,11,12														
15			Basic GUI interface	4 days	Wed 27/11/13	Sun 01/12/13	14														
16			Fix bugs and polish for alpha demonstration	8 days	Sun 01/12/13	Mon 09/12/13	15														
17			Implement drag and drop inventory management	10 days	Mon 09/12/13	Thu 19/12/13	16														
18			Implement random item generation	5 days	Thu 19/12/13	Tue 24/12/13	17														

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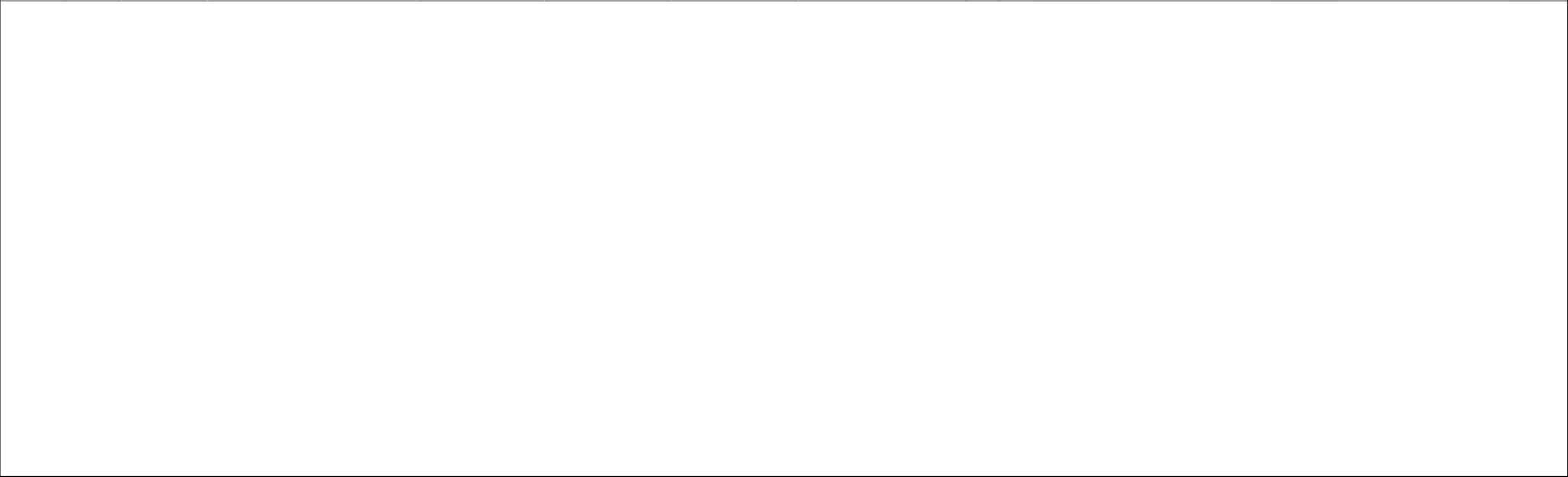
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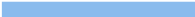


















ID	 Task Mode	Task Name	Duration	Start	Finish	Predecessors	<div> <div>T F S S</div> <div>28 Oct '13</div> <div>M T W T F S S</div> <div>04 Nov '13</div> <div>M T W T F S S</div> </div>													
19		Create more enemies	7 days	Mon 09/12/13	Mon 16/12/13	16														
20		Create player leveling system	5 days	Mon 09/12/13	Sat 14/12/13	16														
21		Create art for items	3 days	Tue 24/12/13	Fri 27/12/13	18														
22		Create art for enemies	10 days	Mon 16/12/13	Thu 26/12/13	19														
23		Create basic sprite sheets for animation	6 days	Thu 26/12/13	Wed 01/01/14	22														
24		Implement animation	3 days	Wed 01/01/14	Sat 04/01/14	23														
25		Create main menue	1 day	Sat 04/01/14	Sun 05/01/14	24														
26		Implement scoring system	1 day	Wed 01/01/14	Thu 02/01/14	23														
27		Add mucis and sound effects	3 days	Sat 04/01/14	Tue 07/01/14	24														

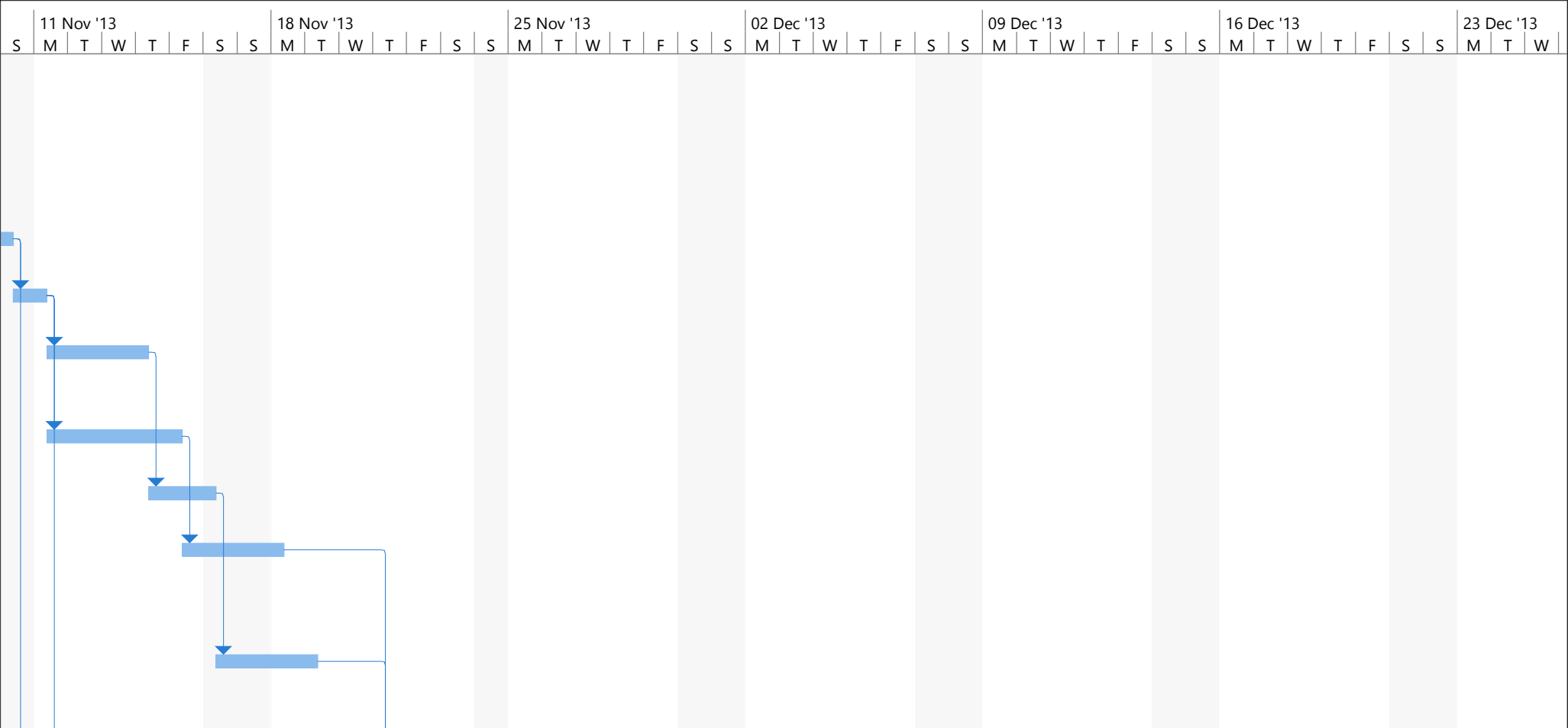
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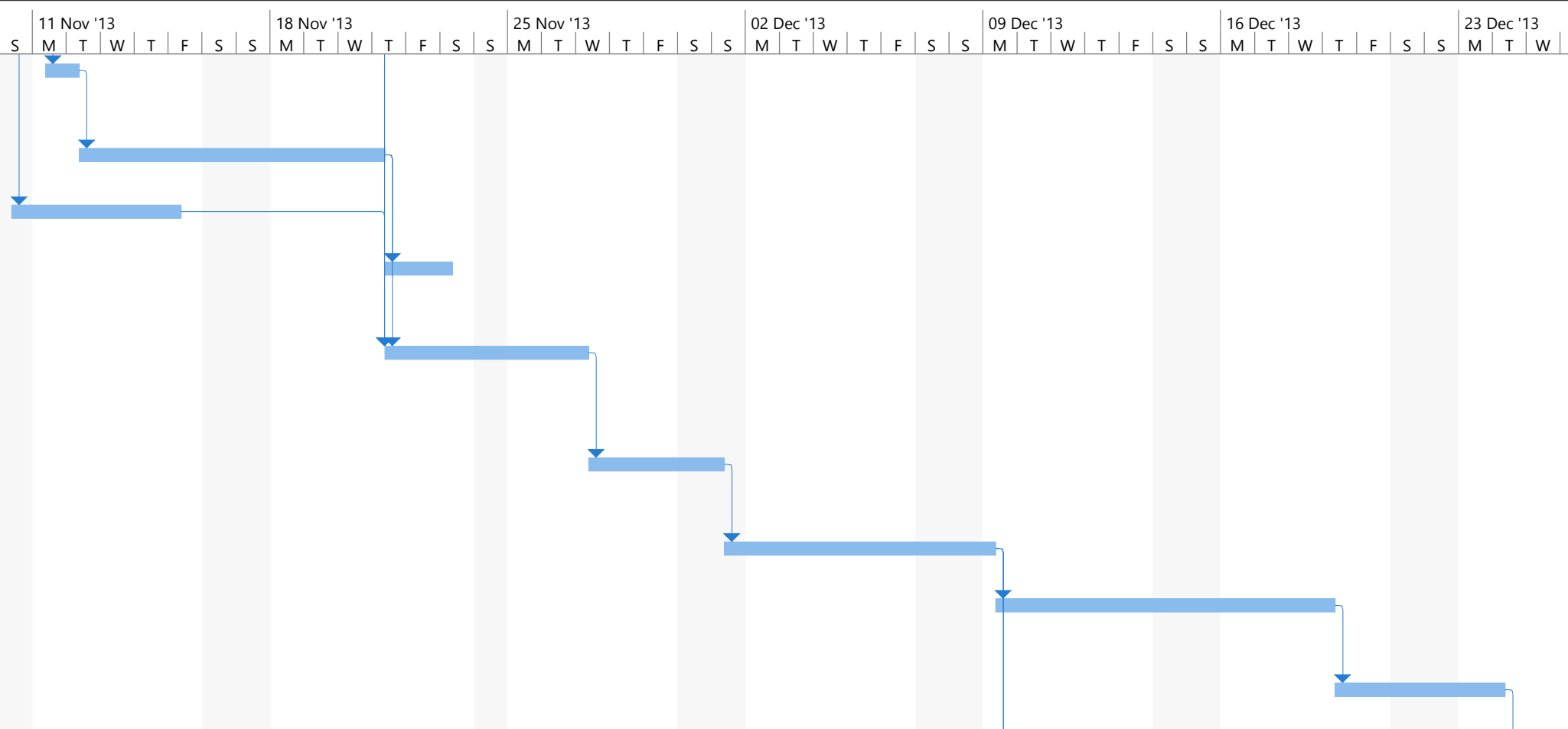
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28			Add "juicy" effects	14 days	Tue 07/01/14	Tue 21/01/14	27	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>													
29			Polish for beta demonstration and final version	12 days	Tue 21/01/14	Sun 02/02/14	28														
30			Report	50 days	Sun 02/02/14	Mon 24/03/14	29														



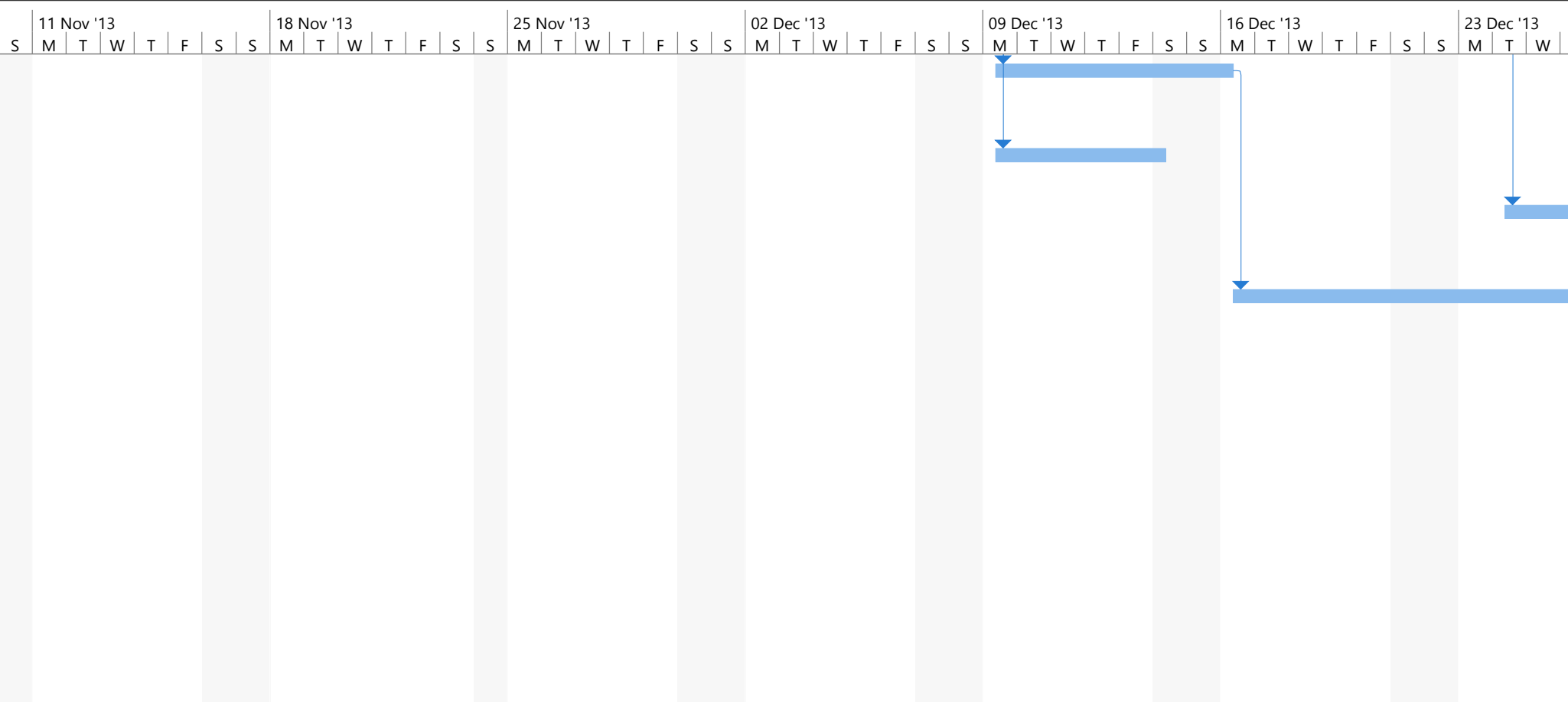
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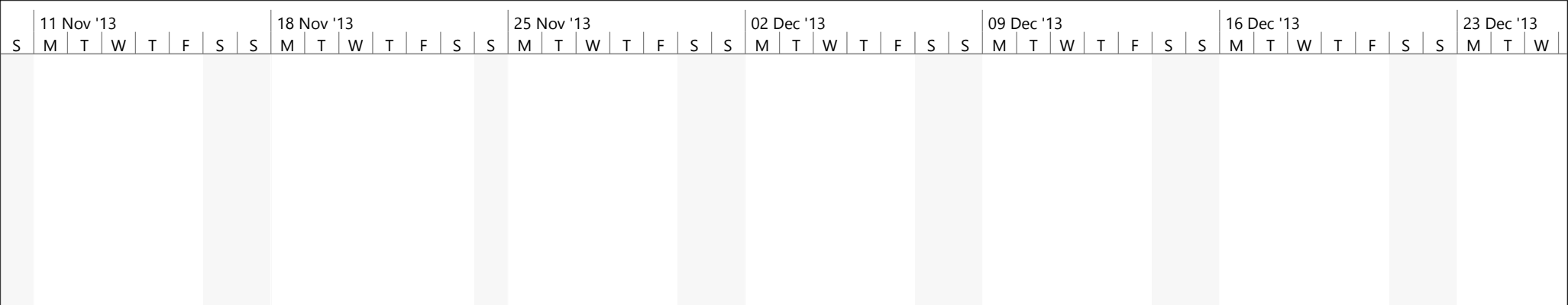
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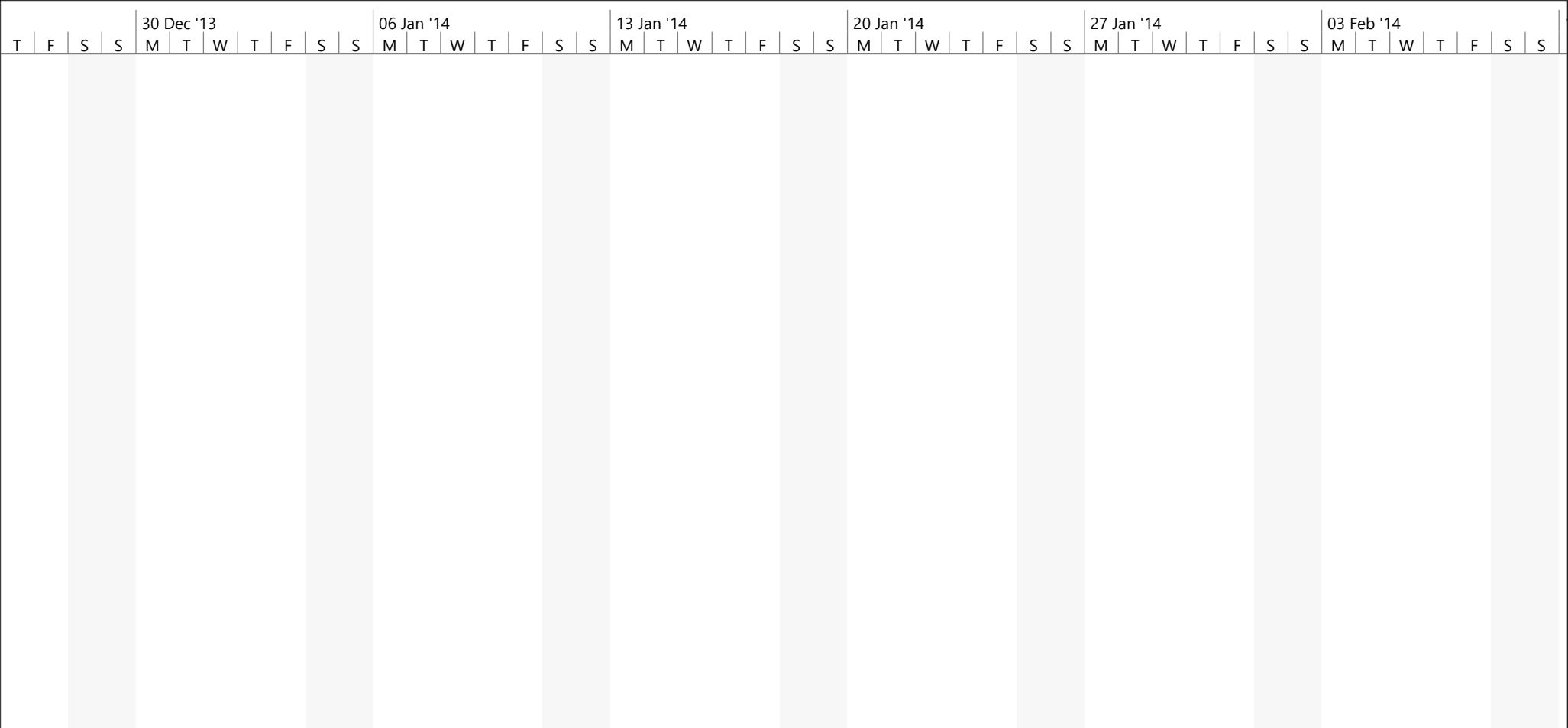


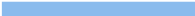


















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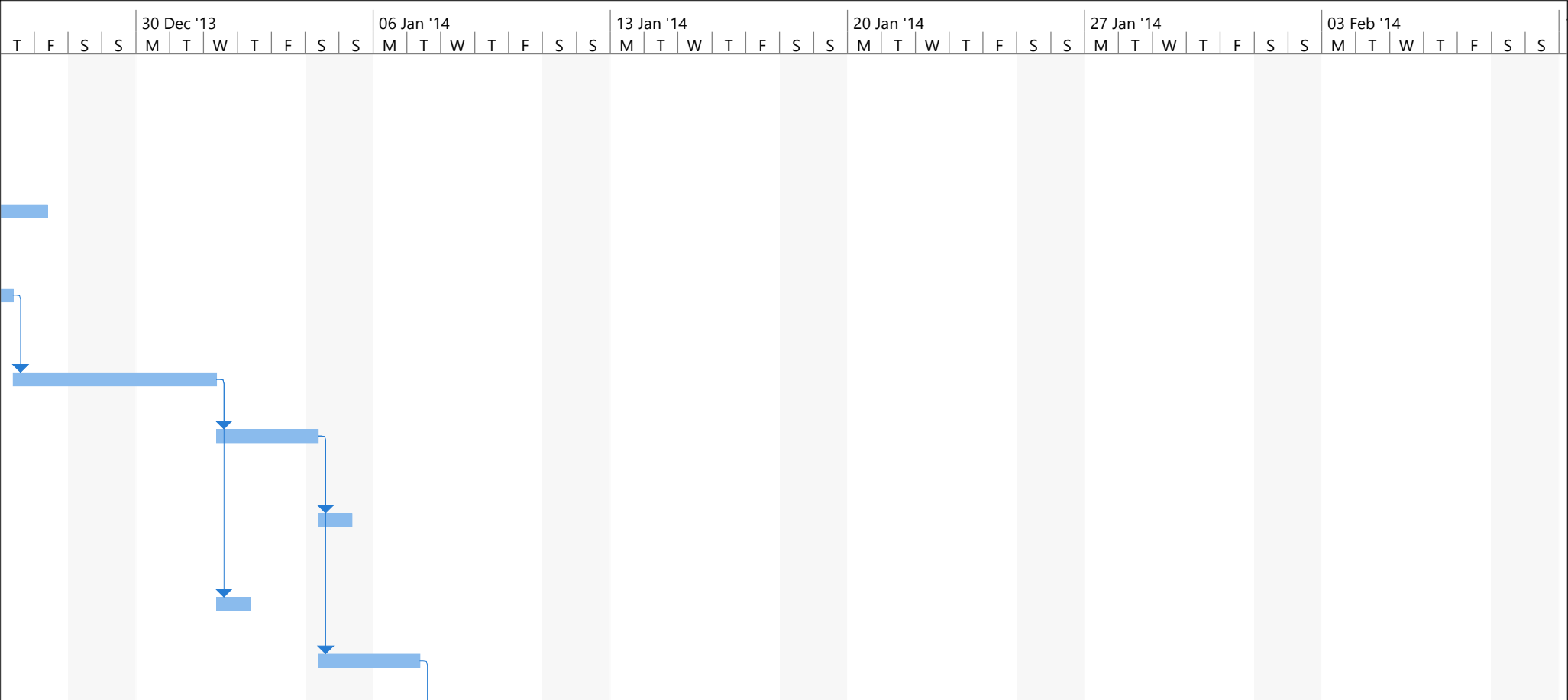
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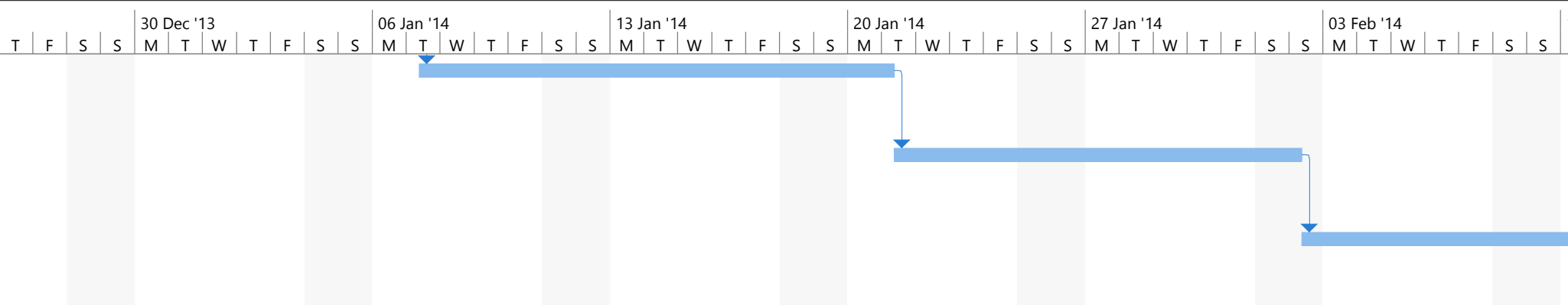























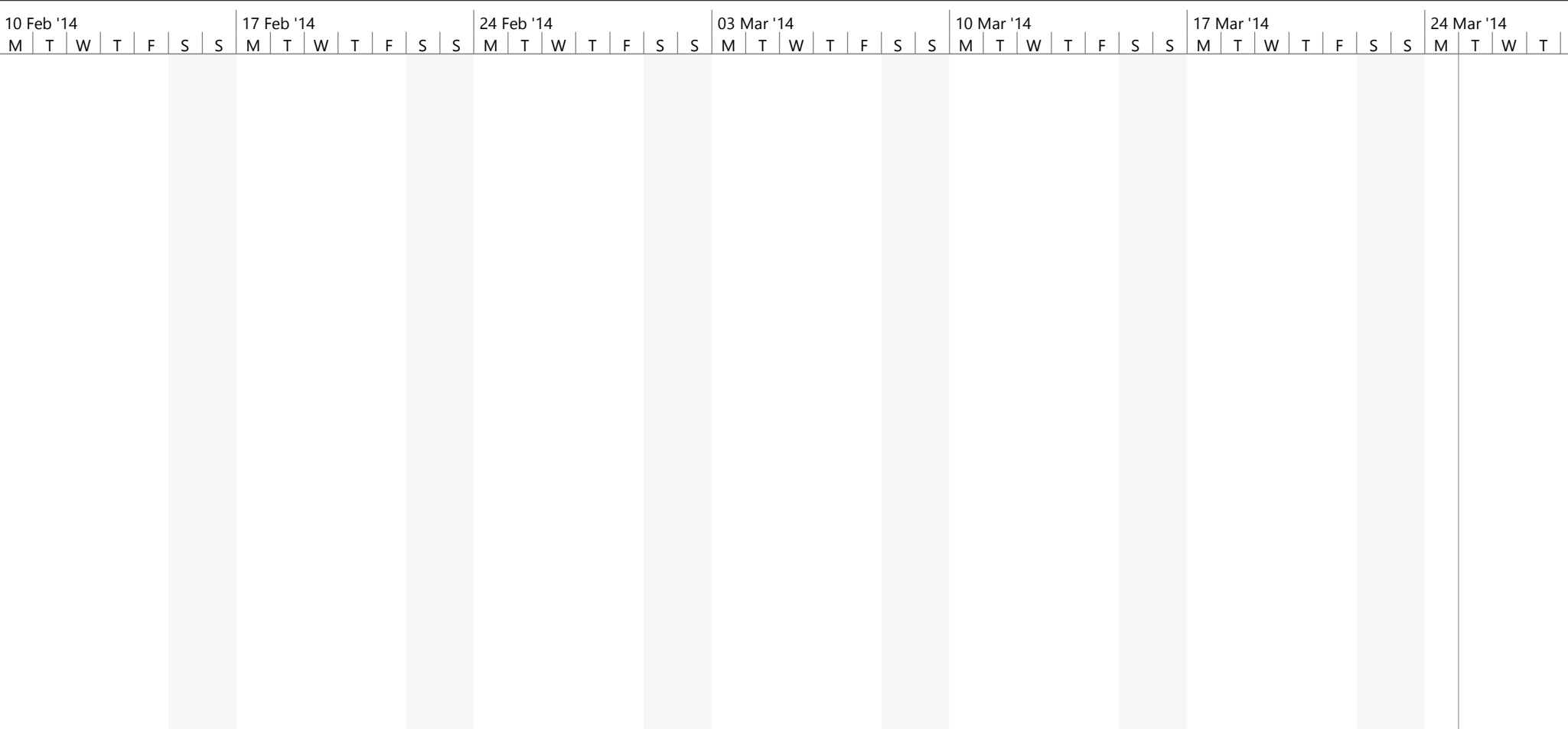
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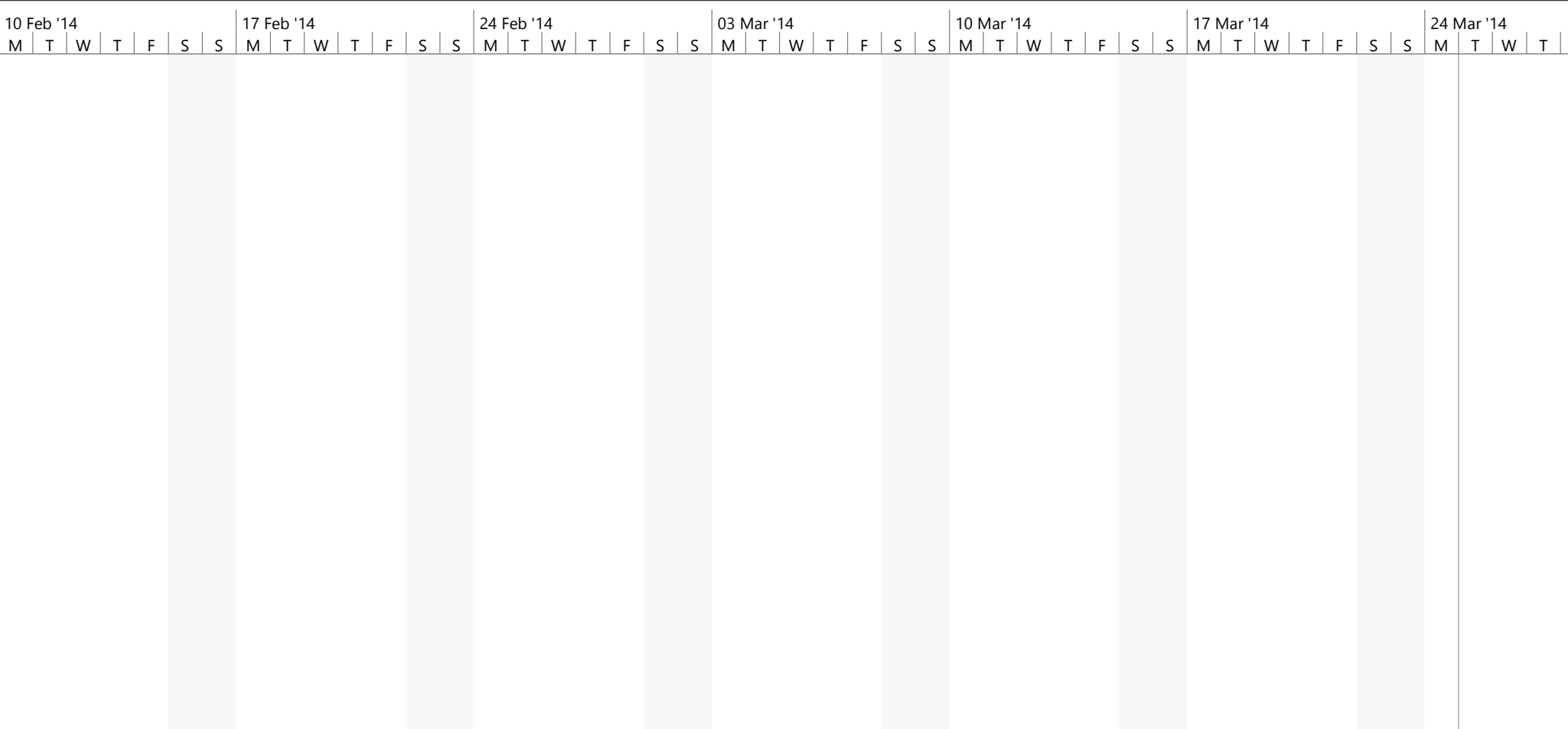
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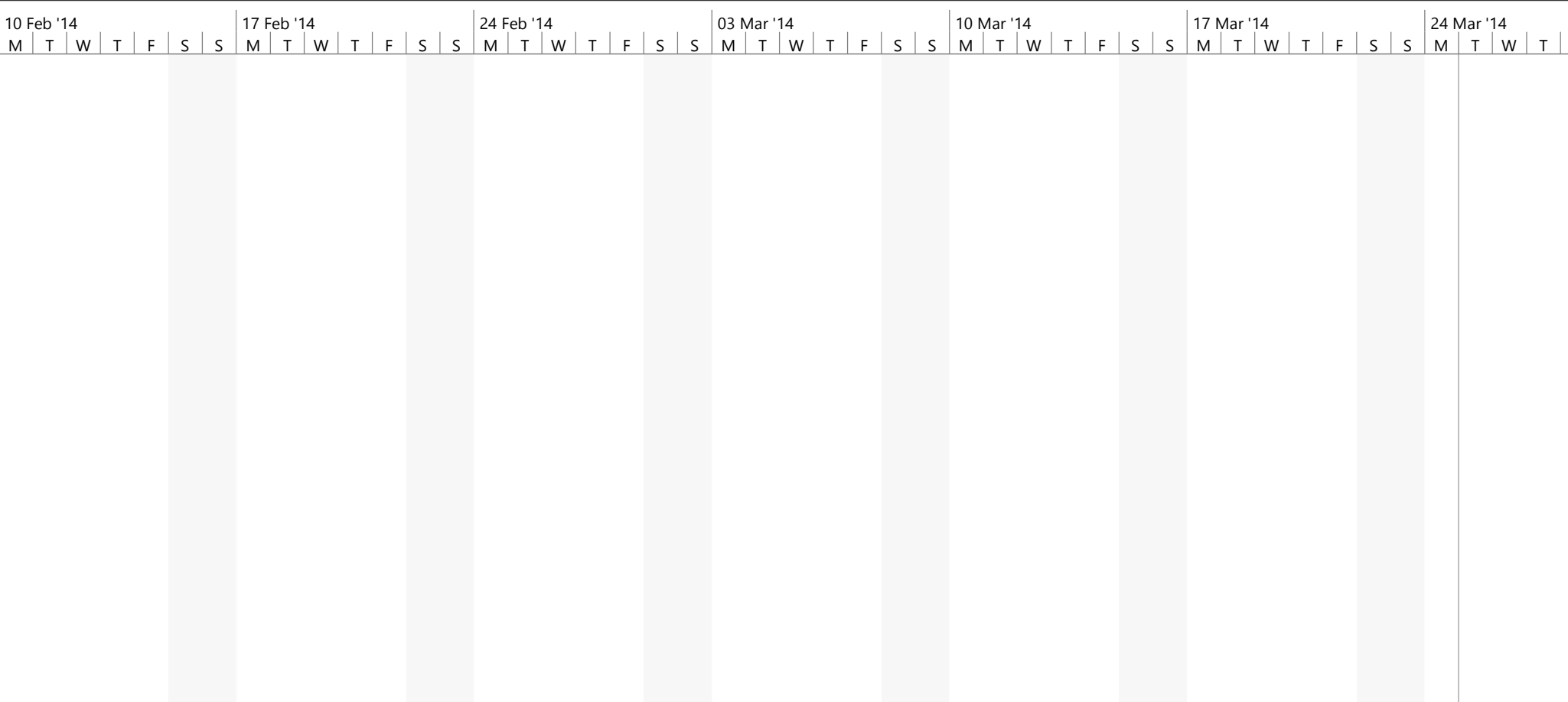





















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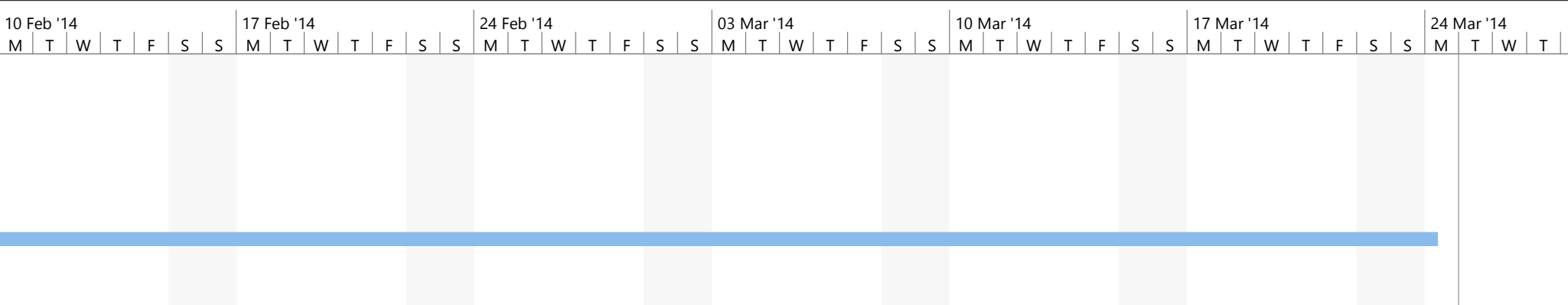


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