ID	Ð	Task Mode	Task Name		Duration	Start	Finish	Predecessors	Resource		03 C M	ct '16	w	T F	s	s	10 Oct '16 M T	w	T F
1		-5	Planning		4 days?	Fri 14/10/16	Wed 19/10/1												
2		*	Project	Plan	4 days	Fri 14/10/16	Wed 19/10/1												
3		*	Concep	t Art	1 day?	Fri 14/10/16	Fri 14/10/16												
4		*	Storybo	ard	1 day	Fri 14/10/16	Fri 14/10/16												
5		-5	Game Dev	elopment	13 days	Wed 19/10/2	Fri 04/11/16												
6		*	Main ga	ime	3 days	Wed 19/10/1	Fri 21/10/16												
7		*	Maths F	eatures	2 days	Fri 21/10/16	Mon 24/10/1												
8		*	Story Co	ontent	5 days	Mon 24/10/1	Fri 28/10/16												
9		*	Graphic	Content	6 days	Fri 28/10/16	Fri 04/11/16												
10		-5	Game Document	tation	8 days?	Fri 11/11/16	Tue 22/11/16												
11		*	High Co Hame D Docume	esign	1 day	Fri 11/11/16													
12		*		reatment	1 day?	Fri 11/11/16	Fri 11/11/16												
				Task Split			Inactive Summ	ary		External Tasl		ne							
ъ .	- 1		D	Milestone		♦	Duration-only			Deadline			•						
Project Date: F			ProjectPlan	Summary			Manual Summa	ary Rollup		Progress						_			
Dutc. I	/	. 1, 10		Project Sum	nmary		Manual Summa	ary 🗀		Manual Prog	gress	5				_			
				Inactive Tas	ik		Start-only	Е											
				Inactive Mil	estone		Finish-only	3											
							Pad	ge 1											

ID		Task Mode	Task Name		Duration	Start	Finish	Predecessors	Resource Name	es 03 Oct '16 M T W T	· _F	5 5	10 Oct '16 M T W	т	
13		*	Feedba	ck	3 days?	Fri 11/11/16	Tue 15/11/16					3 3			_
14		*	Present	ation	6 days	Tue 15/11/10	Tue 22/11/16								
15		-5	Refineme	nts	4 days	Wed 16/11/2	Mon 21/11/								
16		*	Analyse	Feedback	1 day	Wed 16/11/1	Wed 16/11/1								
17		*	Make C Game	hanges to	4 days	Wed 16/11/16	Mon 21/11/16								
18		Concept Art Complete			0 days		6 Fri 14/10/16							•	, 1
19		*	Storyboar	d Complete	0 days	Fri 14/10/16	Fri 14/10/16					•	1		
20		*	Basic Game Structure Complete		0 days	Fri 21/10/16	5 Fri 21/10/16								
21		*	Maths Fea	aths Features		Mon 24/10/16	Mon 24/10/16								
22		*	Story Cont	tent Added	0 days	Fri 28/10/16	Fri 28/10/16								
23		*	Graphics A	Added	0 days	Tue 04/10/10	Tue 04/10/16			• 04/10					
24		*	High Conc Design Do Complete	cument	0 days	Fri 11/11/16	Fri 11/11/16								
				Task			Inactive Summ	ary	Exter	nal Tasks					
				Split			Manual Task		Extern	nal Milestone 🔷					
Proiec	t: mat	hsCastle	ProjectPlan	Milestone		♦	Duration-only		Dead	line +					
_		/11/16	- y ·	Summary			Manual Summ	ary Rollup	Progr	ress					
				Project Sum			Manual Summ		Manu	ial Progress					
				Inactive Task	(Start-only	Е							
				Inactive Mile	estone	\Diamond	Finish-only	3							
							Pa	ge 2							

)	0	Task Mode	Task Name		Duration	Start	Finish	Predecessors	Resource	Names	03 O M	ct '16 T W	T I	= s	S	10 Oct '16 M T	w т
25		*	Game Trea		0 days	Fri 11/11/16	Fri 11/11/16										
26		*	Obtain Fee		0 days	Tue 15/11/16	Tue 15/11/16										
27		*	Present Ga Stakeholde		0 days		Tue 22/11/16										
				Task			Inactive Summ	ary		External Task	ks						
							Manual Task			External Mile	eston	ne	\Diamond				
Dunin -ti i		th cCactlaΓ		Split	'												
rojeo	t: mat	INSCASIIEE	ProjectPlan	Split Milestone	•	♦	Duration-only			Deadline			•				
			ProjectPlan		•	•	Duration-only Manual Summ	ary Rollup		Deadline Progress			•				
		/11/16	ProjectPlan	Milestone	•	•					gress		+				
			ProjectPlan	Milestone Summary	mary	•	Manual Summ			Progress	gress		+		_		
			Project Plan	Milestone Summary Project Sum	mary k [• • • • • • • • • •	Manual Summ	ary		Progress	gress		+				





