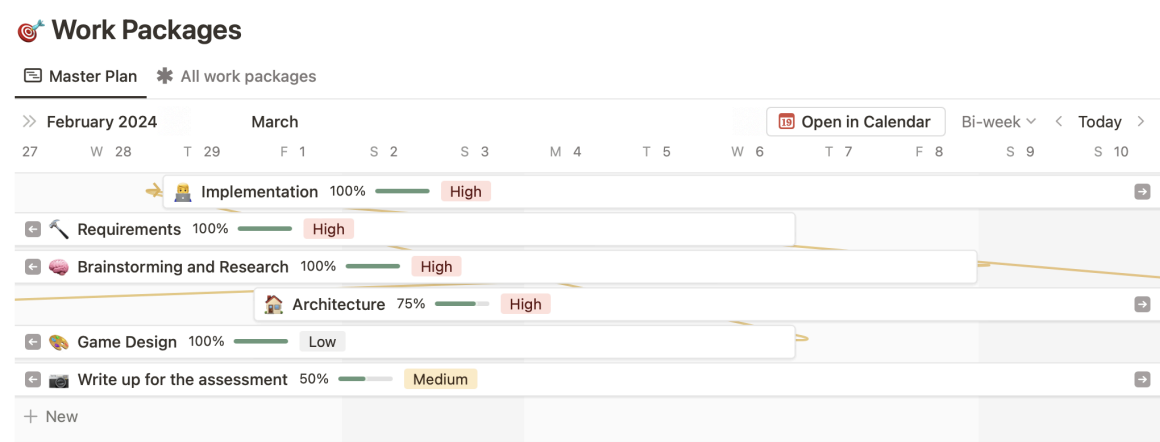


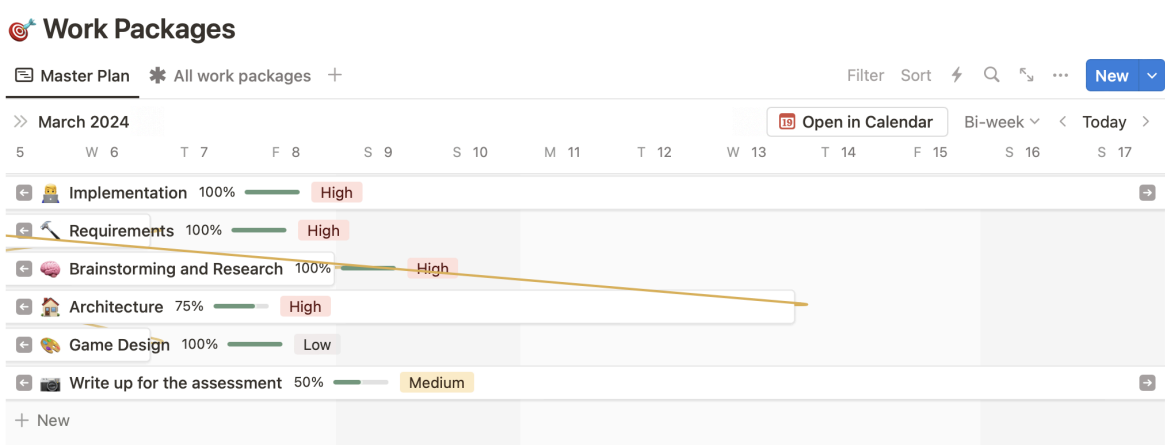
Gantt Chart 1: Week 2

# Gantt chart



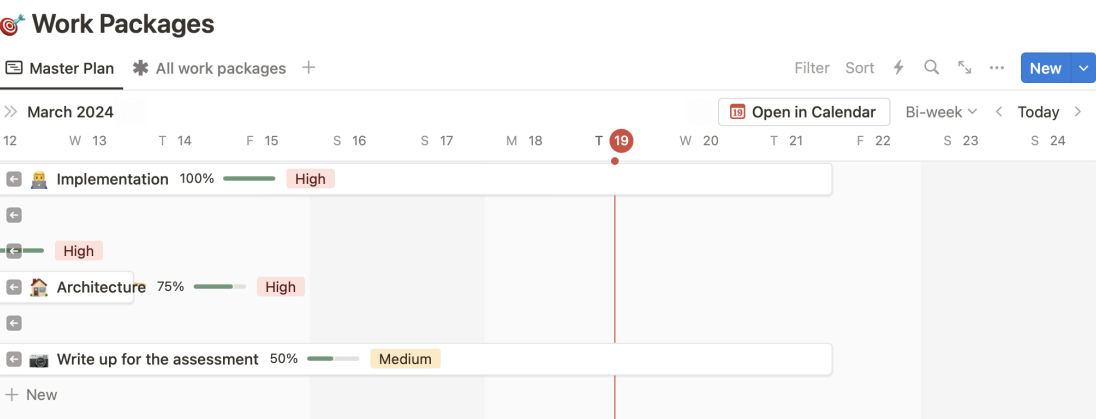
Gantt Chart 2: week 3

# Gantt chart



Gantt Chart 3: Week 4

# Gantt chart



Gantt Chart 4: Week 5

1

# TODO List:

2

This is a TODO list for the Implementation section of the project, *Heslington Hustle*.

3

## UI/Screens

4

- Add-hours-left-in-game

5

- Game-intro

6

- End-of-day

7

- Next-day

8

- \*\*Pause Game\*\*

9

- Should exit or resume

10

- \*\*End Game (score screen)\*\*

11

- How to play (Matt)

12

- Character selection

13

- Display characters on screen rather than buttons? (maybe for refactoring)

14

## System

15

- Energy

16

- Time

17

- Show how many hours left

18

- Or time in general

19

- \*\*7:30 AM + 16 hours = 23:30

20

- Hunger

21

- Don't need to show

22

- Counter

23

- Score

24

- Don't need to worry till next assessment

25

## Classes

26

- Activity (merge into one)

27

- Stats (Matt did?)

28

## Activities

29

- \*\*Decide activities\*\*

30

- Need to work out how much energy/score each activity uses

31

- Should be enough to do 3-5 each day

TODO List:

This is a TODO list for the Implementation section of the project, *Heslington Hustle*.

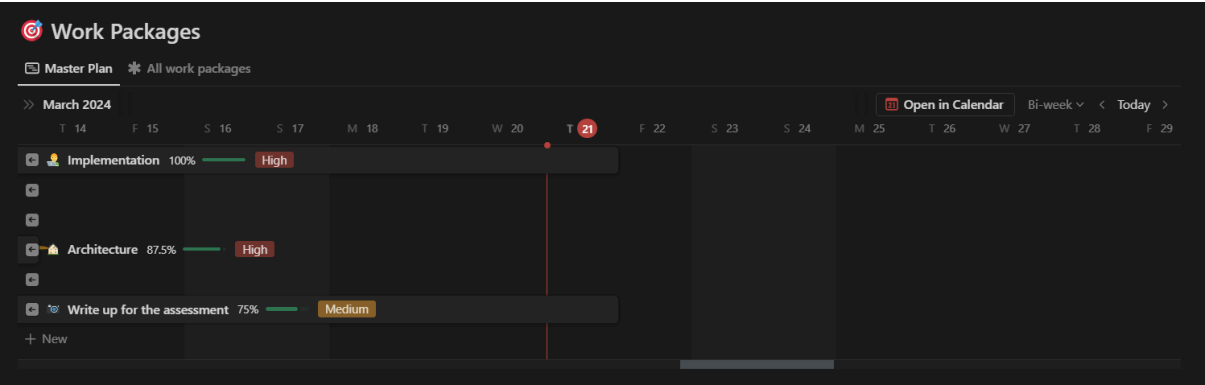
UI/Screens

- Add-hours-left-in-game
- Game-intro
- End-of-day
- Next-day
- Pause Game
  - Should exit or resume
- End Game (score screen)
- How to play (Matt)
- Character selection
  - Display characters on screen rather than buttons? (maybe for refactoring)

System

- Energy
- Time
  - Show how many hours left
  - Or time in general
  - 7:30 AM + 16 hours = 23:30
- Hunger
  - Don't need to show
- Counter
- Score

Figure 1: To Do List



Gantt Chart 5: Week 6