Gantt Chart 1: week 2

Gantt chart

Work Packages

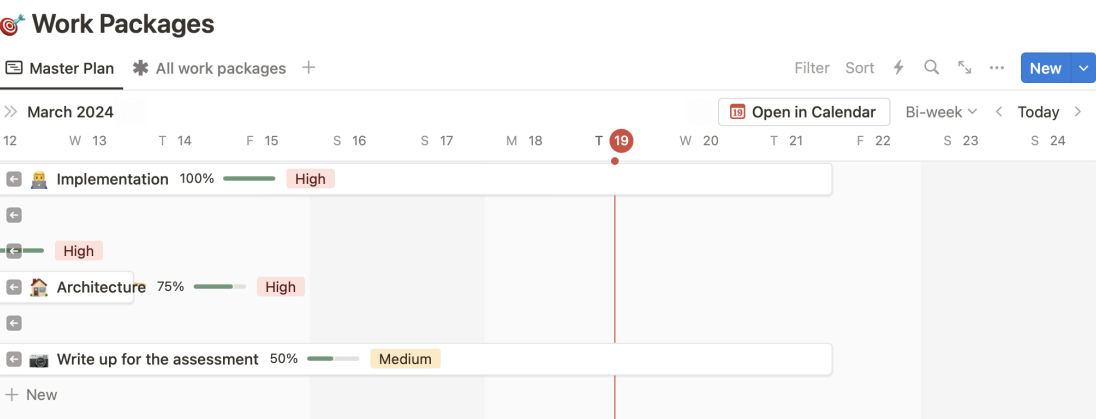Master Plan   All work packages
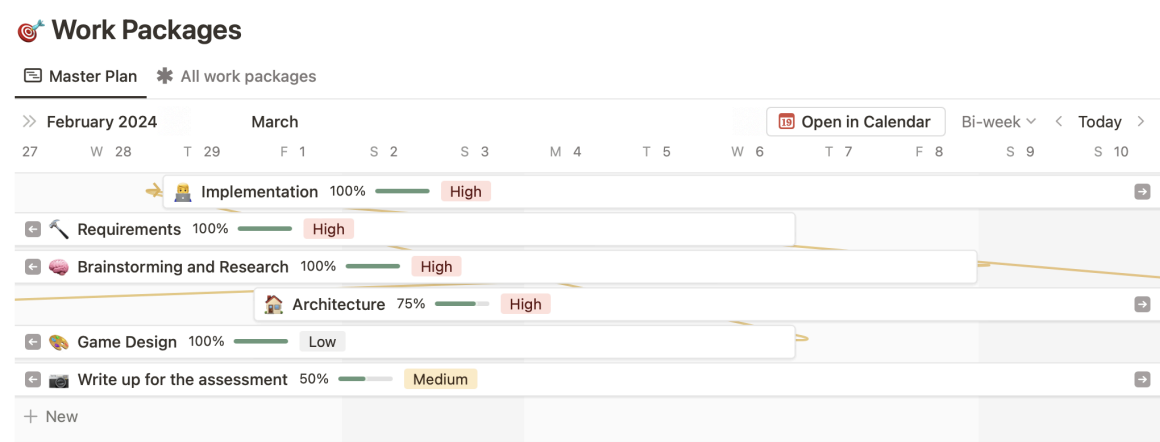
Gantt Chart 2: week 3

Gantt chart

Work Packages

Master Plan   All work packages
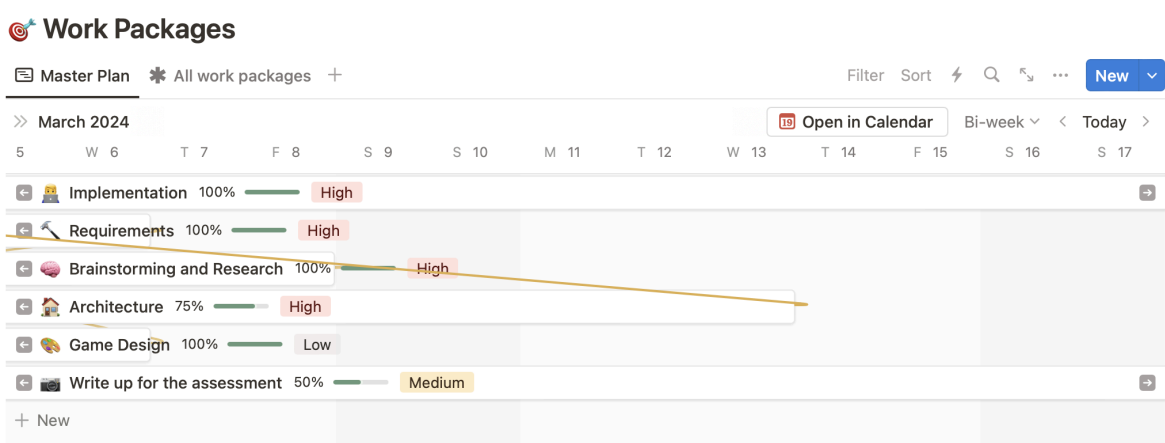
Gantt Chart 3: week 4

Gantt chart

Gantt Chart 4: week 5

Classes

- *Player*
- Coordinates
- Velocity
- Input (keys)
- Sprite
- Camera
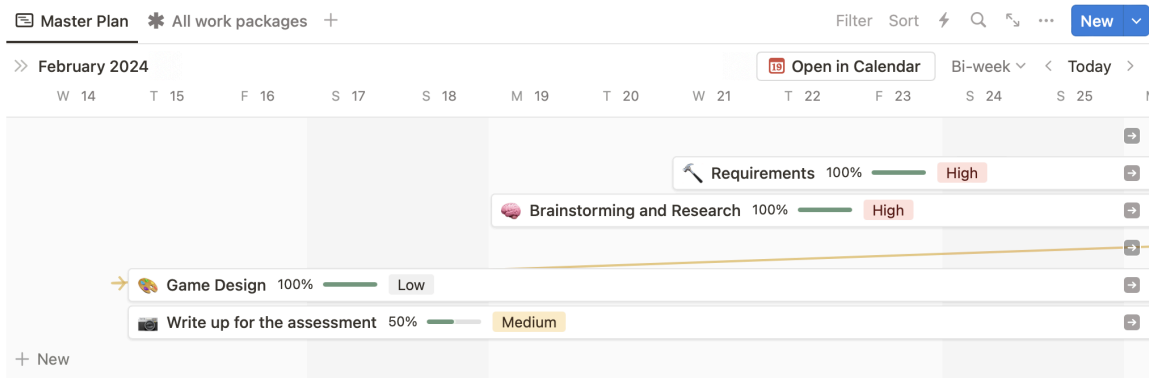- UI
- Activity to select (inherits from UI)

Activities/Collisions

- Set player Bounds
- Collision detection for activity activation
- Activity Selection
- Activity Overlay (?)
-

To-do list1

Gantt chart

🎯 Work Packages

| 🖼 Master Plan | ✳ All work packages | + | | | | | | | Filter | Sort | ⚡ | 🔍 | ↖ | ⋯ | New ⌄ |

» February 2024								📅 Open in Calendar	Bi-week ⌄	‹ Today ›
W 14	T 15	F 16	S 17	S 18	M 19	T 20	W 21	T 22	F 23	S 24	S 25

- ⛏ Requirements 100% ▬▬ High
- 🧠 Brainstorming and Research 100% ▬▬ High
- 🎲 Game Design 100% ▬▬ Low
- 🎬 Write up for the assessment 50% ▬▬ Medium

+ New

Gantt Chart 5: week 6