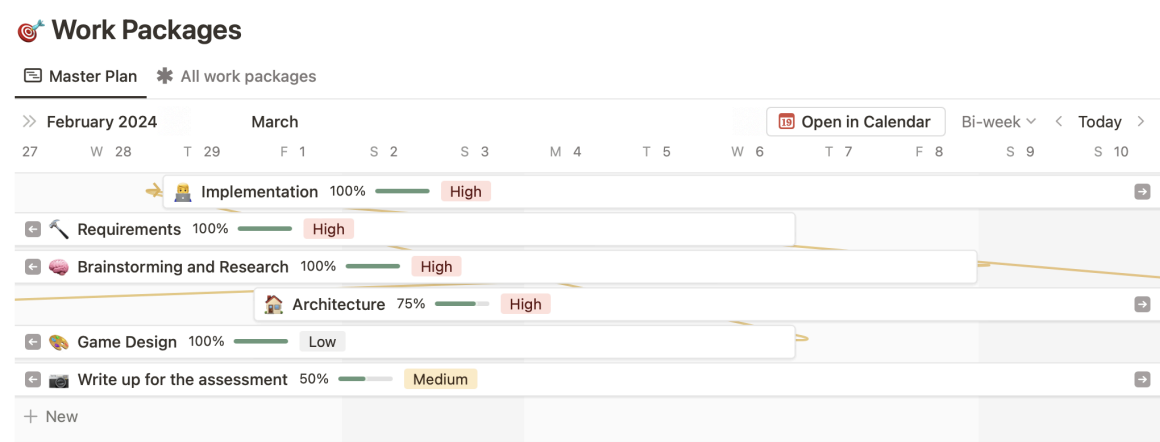


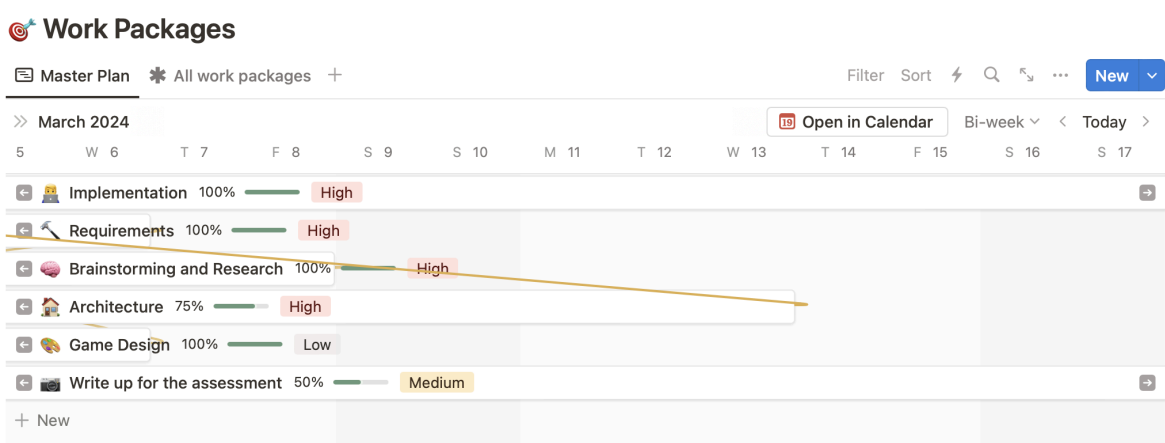
Gantt Chart 1: week 2

# Gantt chart



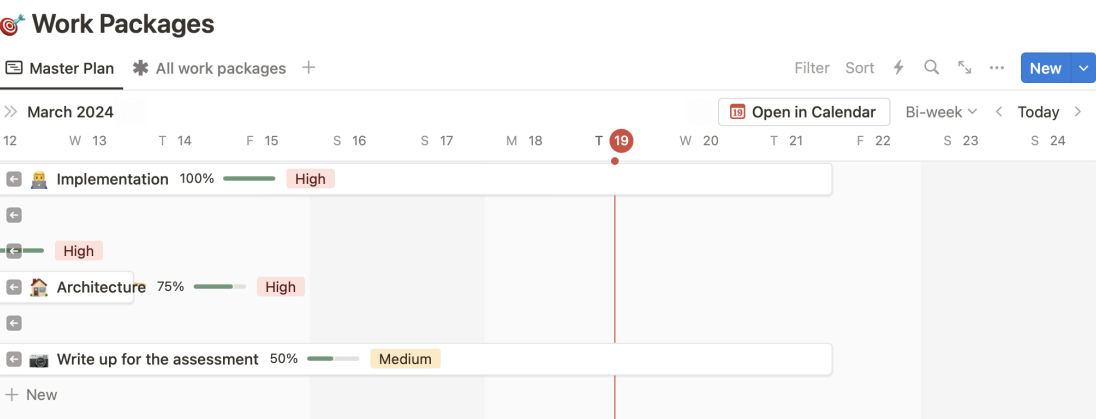
Gantt Chart 2: week 3

# Gantt chart



Gantt Chart 3: week 4

# Gantt chart



Gantt Chart 4: week 5

## ToDo List:

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

## Packages

- UI
  - Game intro
  - Pause game
  - End of day
  - Next day
- Input (arrow keys, pause game, selecting activity done with arrow keys?)
- System
  - Energy
  - Time
  - Hunger
- Screens
  - Main Menu
  - Pause
  - Game
  - How to play

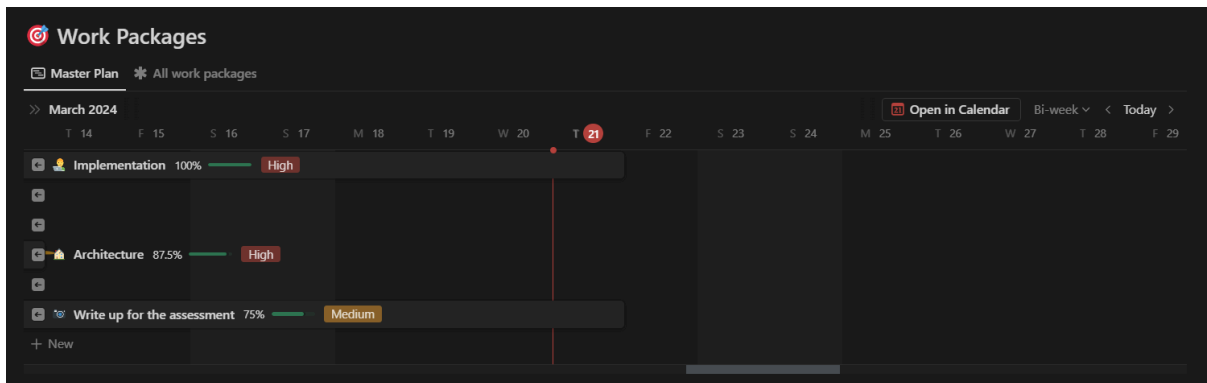
## Classes

- *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 5: week 6