Person:	Git Branch:	Tasks:	3.1	3.2	3.3	3.4	3.5	3.6	3.7	3.8
Connor	openworld	create RNG map structure	■							
		interpret text to map	■							
		creating barriers to objects	■							
		positioning camera	■	■						
		adding enemies		■						
	mapEditor	Make interface		■						
		Store new map values		■						
	gen	looking at generation formats			■	■				
		implementing natural generation				■				
		testing/modifying generation				■				
Oliver	theory_work	Defining the Problem	▨	▨	■					
		System Flow Chart	▨	▨	■	■				
		Gantt Chart	▨	▨	■					
		Data Dictionary	▨	▨		■				
	invent	Rudimentary interface	▨	▨	■					
		Crafting & Upgrading Systems	▨	▨	■	■				
		Trading & Quest Systems	▨	▨		■				
		Picking up/Harvesting objects	▨	▨		■	■			
		NPC Quests	▨	▨			■			
	combat	Creating more Enemies	▨	▨		■	■			
		Fight scene algorithim	▨	▨			■			
		Leveling System	▨	▨			■			
Both	save	Creating save files					■	■		
		Creating Load/Save States						■	■	
		Saving/Loading Algoritims							■	
	style	Research on Assets				■	■			
		Creating images for world					■	■		
		Stylising Interface					■	■		
	master/dev	Final Testing Phase							■	■
		Send Off & Final Checks								■
Person:	Git Branch:	Tasks:	3.1	3.2	3.3	3.4	3.5	3.6	3.7	3.8

Key:

Due date for Defining and Planning problem (Friday)	■ (cyan)
Due date for Building, Testing & Modifying problem (Friday)	■ (red)

Branches:

Connor:	Oliver:	Both:
gen	invent	save
mapEditor	theory_work	style
openworld	combat	master
	dev	