Tasks	Priority [1]	Page Limit	11/11 - 14/11	15/11 - 17/11
Architecture Report	**1**	**2**		
Concrete architecture showing structure of teams code.	1	2		
Justify architecture.	2	2		
Implementation (Everthing expect Architecture Report depends on this)	**2**	**-**		
Provide documented code for working part of the game.	1	-		
State required features that are not (fully) implemented.	2	1		
GUI Report	**5**	**1**		
Testing Report	**3**	**3**		
Summarise testing method(s).	2	1		
Brief report on the actual tests.	1	2		
Give URLs for testing materials on website.	3	-		
Updates of Assessment 1 Deliverables (Depends on aspects of all the tasks)	**4**	**3**		
Update the requirements. (Ensure original and changes are clearly presented)	-	1		
Update the method and plans. (Changes are highlighted clearly)	-	1		
Update the risk assessment and mitigation.	-	1		
Website (Additional links, no overwriting - Depends on everything being completed	**6**	**-**		
All Assessment 2 deliverables. (As well as the Assessment 1 versions)	-	-		
Game executable.	-	-		
Executable plan and test results so far.	-	-		
Game manual.	-	-		
Hand In (Depends on everything being completed)	**-**	**-**		
Final Review	2	-		
Submit	1	-		

18/11 - 21/11	22/11 - 24/11	25/11 - 28/11	29/11 - 1/12	2/12 - 5/12	6/12 - 8/12	9/12 - 12/12	13/12 - 15/12	16/12 - 19/12	20/12 - 22/12

23/12 - 26/12	27/12 - 29/12	30/12 - 2/1	3/1 - 5/1	6/1 - 9/1	10/1 - 12/1	13/1 - 16/1	17/1 - 19/1	20/1 - 24/1

[1] The higher the priority, the smaller the assigned number. Bold numbers show the priority of the key tasks respective to each other. The sub-tasks have a priority within each key task or they all have equal priority.