

Project name	Super cool roguelike game				
Project manager	All of us				
Project deliverable					
Project scope statement					
Start date	End date	Progress			
		0%			
Task name	Assigned to	Start date	End date	Duration	Status
Make github	Sam E.				Completed
Player sprite	Ender W.				Completed
Enemy object: combat	Ender W.				Completed
Enemy object iterations	Sam M				Not started
Player object: combat	Sam E.				Not started
Player actions in combat	Sam E.				Not started
Enemy ai in combat	Ender W.				Not started
Enemy ai out of combat	Sam E.				Not started
Map pieces	Sam M				Not started
Inventory system out of combat	Sam M				Not started
Equipping stuff to player	Sam M				Not started
Spells - player	Ender W.				Not started
Spells - enemy	Sam E.				Not started
Basic enemies sprite	Sam E.				Not started
Map sprites	Sam M				Not started
Inventory sprite	Sam M				Not started
Combat system sprite	Sam E.				Not started
Boss(es)? sprites	Sam E.				Not started
weapons/armour sprites	Sam M				Not started
Combat theme	Ender W				Not started
Out of combat theme	Ender W				Not started
SFX?	Ender W				Not started