**Illness and Leeway**

As well as time and skill management, it is important to consider illness, and allowing time for extra tasks. For example, there are far less programming tasks later in the project, so that the programmers can focus on testing, and ensuring a polished product. A week at the end of the project is also fully dedicated to testing, as well as allowing any tasks that may have taken longer than anticipated, or if the person completing them falls ill or behind, to be completed. Testing will take place over the entire development cycle, however

Should someone fall ill for an extended period, potentially having a major impact on development, cutbacks to our plan will have to be made. While we intend to model, rig and animate our own enemies, should this occur, we will have to import premade Unreal assets, already rigged and animated. As well as this, we may consider using pre-made royalty free sound effects to allow more development time should it be needed.