

Task Name	Brief Task Description	Start Date	Deadline Date	Starting Day	Duration
Game Design Doc	Design Plan	2020-09-02	2020-09-14	0	12
Read Godot Documentation	Godot Fundamentals	2020-09-02	2020-09-18	0	16
Design Architecture	Autoload/Singleton Framework	2020-09-02	2020-09-21	0	19
Initial Testing Assets	Assets for Mocking Functionality	2020-09-02	2020-09-21	0	19
Input Engine	Translates inputs to commands	2020-09-19	2020-09-28	17	9
Asset List	List of necessary assets	2020-09-24	2020-09-28	22	4
BG Audio Engine	BG Music Player	2020-09-19	2020-09-28	17	9
Pixel Font 1	Begin Custom Pixel Font	2020-09-22	2020-09-28	20	6
AI Engine	Gives Actors Instructions/Behavior	2020-09-19	2020-09-28	17	9
Menu Manager Proposal	Proposed Implementation	2020-09-19	2020-09-28	17	9
Character Parent Node	Parent Scene for Characters	2020-09-20	2020-10-05	18	15
Preliminary Character Walk/Idle Anims		2020-09-26	2020-10-05	24	9
Pixel Wave Proposal	Proposal for battle BG generator	2020-09-19	2020-10-12	17	23
Battle Screen Design	GUI Design	2020-09-22	2020-10-12	20	20
Camera Manager Proposal	Determines Camera Location	2020-09-22	2020-10-12	20	20
Clean Character Walk/Idle Anims	Final Versions	2020-10-10	2020-10-19	38	9
Preliminary: Tile Map Area 1	Preliminary TileMap	2020-10-05	2020-10-19	33	14
Camera Manager	Implementation	2020-10-12	2020-10-19	40	7
Preliminary Battle Sprite: Enemy 1-2		2020-10-12	2020-10-19	40	7
Preliminary Roving Sprite: Enemy 1-2		2020-10-12	2020-10-19	40	7
Menu Preliminary Functionality	Implementation	2020-10-12	2020-10-20	40	8
Menu Assets	Asset for Mockups	2020-10-06	2020-10-20	34	14
Debug Menu Proposal	For ease of playtesting	2020-10-06	2020-10-20	34	14
Sequencer Proposal	Cutscene Instructions	2020-10-12	2020-10-20	40	8
Debug Menu Preliminary Functionality	Functional Debug Menu	2020-10-06	2020-10-20	34	14
Interactables: NPCs	Trigger Dialogue	2020-10-18	2020-10-25	46	7
Interactables: Boxes	Trigger recieved items	2020-10-18	2020-10-25	46	7
Interactables: Save Terminals	Trigger saves	2020-10-18	2020-10-25	46	7
Sequencer Preliminary	Working Sequencer	2020-10-12	2020-10-26	40	14
Design: Tile Map Area 1/2		2020-10-26	2020-10-27	54	1
Preliminary: Tile Map Area 2		2020-10-05	2020-10-26	33	21
Sequencer and All Autoload Items Working	Allows for full Area Construction	2020-09-21	2020-11-01	19	41
Preliminary Idle/Walk NPC 1		2020-10-19	2020-11-02	47	14
Preliminary Idle/Walk NPC 2		2020-10-19	2020-11-02	47	14
Preliminary Enemy Roaming Script	AI Engine Enemy Behavior	2020-10-26	2020-11-02	54	7
Preliminary Enemy Battle Script	Enemy Scene Actor	2020-10-26	2020-11-02	54	7
Area 1, Fully Assembled Scene		2020-10-05	2020-11-09	33	35
Preliminary: Tile Map Area 3/4		2020-10-26	2020-11-09	54	14
Preliminary Battle Sprite: Enemy 3/4		2020-10-26	2020-11-09	54	14
Preliminary Roaming Sprite: Enemy 3/4		2020-10-26	2020-11-09	54	14
Enemy Roaming Script	Implementation	2020-11-02	2020-11-09	61	7
Battle Menu Assets	For mockups	2020-11-02	2020-11-16	61	14
Battle Menu Preliminary Functionality	Implementation	2020-11-09	2020-11-16	68	7
Design: Tile Map Area 3/4		2020-11-02	2020-11-16	61	14
All Pixel Fonts Completed	All sizes and formats complete	2020-09-28	2020-11-30	26	63
Preliminary Battle SFX/Anim/GUI		2020-10-26	2020-11-30	54	35
Battle Module Assets	Allows for full battle scene	2020-11-02	2020-11-30	61	28
Cleaned Battle and Roaming: Enemy 1/2		2020-12-07	2020-12-08	96	1
Cleaned Anims NPC 1-2		2020-12-07	2020-12-08	96	1
Clean: Tile Map Area 1-2		2020-12-07	2020-12-08	96	1
Preliminary Titles (Intro, Naming Loading)	All pre-game scenes	2020-12-14	2020-12-15	103	1