

Task ID	Task Description	Task Length	Start Date	End Date	Sean's Effort	Hung's Effort
1	Design overall basis of game style and design (may be changed or expanded in the future)	7	10/1/2019	10/7/2019	50%	50%
2	<i>Research and Design major objects and functions for game</i>					
2.1	Design objects and functions to run game program	7	10/8/2019	10/14/2019	75%	25%
2.2	Design objects and functions for displaying game	7	10/15/2019	10/21/2019	75%	25%
2.3	Design objects and functions for basic game objects	7	10/22/2019	10/28/2019	50%	50%
2.4	Research and design a proper method for storing game objects and assets	7	10/29/2019	11/4/2019	25%	75%
2.5	Design objects and functions for object collisions and interactions	7	11/5/2019	11/11/2019	25%	75%
2.6	Design objects and functions for handling game music and sound effects	7	11/12/2019	11/18/2019	75%	25%
2.7	Design objects and functions for displaying and handling interactions with various game menus	7	11/19/2019	11/25/2019	25%	75%
3	Develop the main components of the game engine	14	11/26/2019	12/9/2019	50%	50%
3.1	Test and Refine these components	2	12/10/2019	12/11/2019	50%	50%
4	Design basic/sample assets for the game to use	4	12/12/2019	12/15/2019	25%	75%
5	Design player model and animations	6	12/16/2019	12/21/2019	75%	25%
6	Design game world object's models and animations	6	12/22/2019	12/27/2019	50%	50%
7	Test and refine game objects and assets	2	12/28/2019	12/29/2019	50%	50%
8	Design objects and functions for analyzing game music	4	12/30/2019	1/2/2020	75%	25%
9	Design objects and functions to use this data to output proper actions for game objects	6	1/3/2020	1/8/2020	75%	25%
10	Test and refine game objects and assets based on the actions from the game music	4	1/9/2020	1/12/2020	50%	50%
11	<i>Design additional game objects and functions to meet originally planned game mechanics</i>					
11.1	Additional player items (weapons, armor, ...) to increase gameplay/player variety	4	1/13/2020	1/16/2020	50%	50%
11.2	Additional game environments and game world objects	5	1/17/2020	1/21/2020	50%	50%
12	Create product demos	14	1/22/2020	2/4/2020	50%	50%

# Effort Matrix

