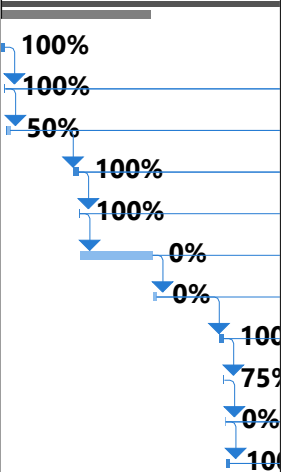



| Computing Project | | | | | | | | | | | | | | |
|-------------------|---|-------|-----------------------------------|-----------|--------------|--------------|--------------|----|---------|----|----|----|----|-----|
| ID | | WBS | Task Name | Duration | Start | Finish | Predecessors | | | | | | | |
| 1 | | 1 | Planning | 21 days | Wed 05/02/14 | Wed 05/03/14 | | 26 | Feb '14 | 02 | 09 | 16 | 23 | Mar |
| 2 | ✓ | 1.1 | Plan Genre/Setting | 0.25 days | Wed 05/02/14 | Wed 05/02/14 | | | | | | | | |
| 3 | ✓ | 1.2 | Plan Gameplay | 0.25 days | Wed 05/02/14 | Wed 05/02/14 | 2 | | | | | | | |
| 4 | | 1.3 | Plan Level Design | 0.5 days | Wed 05/02/14 | Wed 05/02/14 | 3 | | | | | | | |
| 5 | ✓ | 1.4 | Plan Story | 0.5 days | Wed 12/02/14 | Wed 12/02/14 | 4 | | | | | | | |
| 6 | ✓ | 1.5 | Design Characters | 0.25 days | Wed 12/02/14 | Wed 12/02/14 | 5 | | | | | | | |
| 7 | | 1.6 | Create Class Diagram | 1 day | Wed 12/02/14 | Wed 19/02/14 | 6 | | | | | | | |
| 8 | | 1.7 | Create Collision Diagram | 0.25 days | Wed 19/02/14 | Wed 19/02/14 | 7 | | | | | | | |
| 9 | ✓ | 1.8 | Select Language/Framework | 0.25 days | Wed 26/02/14 | Wed 26/02/14 | 8 | | | | | | | |
| 10 | | 1.9 | Plan UI | 0.25 days | Wed 26/02/14 | Wed 26/02/14 | 9 | | | | | | | |
| 11 | | 1.10 | Plan Sounds | 0.25 days | Wed 26/02/14 | Wed 26/02/14 | 10 | | | | | | | |
| 12 | ✓ | 1.11 | Plan RPG Elements | 0.25 days | Wed 26/02/14 | Wed 26/02/14 | 11 | | | | | | | |
| 13 | | 1.12 | Write Pseudocode | 1 day | Wed 05/03/14 | Wed 05/03/14 | 12 | | | | | | | |
| 14 | | 2 | Implementation | 122 days | Thu 06/03/14 | Fri 22/08/14 | 13 | | | | | | | |
| 15 | | 2.1 | Design Levels | 3 days | Wed 12/03/14 | Wed 26/03/14 | 4 | | | | | | | |
| 16 | | 2.2 | Program Game Engine | 66 days | Wed 12/03/14 | Wed 11/06/14 | 3,8,9,13,7 | | | | | | | |
| 17 | | 2.2.1 | Program Movement Logic | 1 day | Wed 12/03/14 | Wed 12/03/14 | | | | | | | | |
| 18 | | 2.2.2 | Program RPG Elements | 2 days | Wed 02/04/14 | Wed 09/04/14 | 12,4,15 | | | | | | | |
| 19 | | 2.2.3 | Program Collision Detection | 2 days | Wed 12/03/14 | Wed 19/03/14 | | | | | | | | |
| 20 | | 2.2.4 | Program Graphics Handling | 2 days | Wed 12/03/14 | Wed 19/03/14 | | | | | | | | |
| 21 | | 2.2.5 | Program Story Handling | 4 days | Wed 16/04/14 | Wed 07/05/14 | 5,17,18 | | | | | | | |
| 22 | | 2.2.6 | Program Handling Of Sprite Sheets | 1 day | Wed 14/05/14 | Wed 14/05/14 | 21 | | | | | | | |



| | | | | | | | |
|-------------------|-------------|----------------|-------------|--------------------|-------------|--------------------|-------------|
| Critical | <div></div> | Manual Task | <div></div> | Baseline Milestone | <div></div> | External Tasks | <div></div> |
| Critical Split | <div></div> | Start-only | <div></div> | Milestone | <div></div> | External Milestone | <div></div> |
| Critical Progress | <div></div> | Finish-only | <div></div> | Summary Progress | <div></div> | Inactive Task | <div></div> |
| Task | <div></div> | Duration-only | <div></div> | Summary | <div></div> | Inactive Milestone | <div></div> |
| Split | <div></div> | Baseline | <div></div> | Manual Summary | <div></div> | Inactive Summary | <div></div> |
| Task Progress | <div></div> | Baseline Split | <div></div> | Project Summary | <div></div> | Deadline | <div></div> |

| Computing Project | | | | | | | | | | | | | | | |
|-------------------|---|--------|-------------------------------|-------------|----------------|--------------|--------------------|-------------|--------------------|-------------|----|----|--|--|---|
| ID |  | WBS | Task Name | Duration | Start | Finish | Predecessors | Feb '14 | | | | | | | M |
| | | | | | | | | 26 | 02 | 09 | 16 | 23 | | | |
| 23 | | 2.2.7 | Program Level Handling | 4 days | Wed 21/05/14 | Wed 11/06/14 | 4,22 | | | | | | | | |
| 24 | | 2.2.8 | Integrate Random Encounters | 2 days | Wed 21/05/14 | Wed 28/05/14 | 22 | | | | | | | | |
| 25 | | 2.2.9 | Program Fighting | 2 days | Wed 21/05/14 | Wed 28/05/14 | 22 | | | | | | | | |
| 26 | | 2.2.10 | Program Sounds Handling | 2 days | Wed 21/05/14 | Wed 28/05/14 | 22 | | | | | | | | |
| 27 | | 2.3 | Create Sounds | 36 days | Wed 18/06/14 | Wed 06/08/14 | 11,16 | | | | | | | | |
| 28 | | 2.3.1 | Create Voice Acting | 4 days | Wed 18/06/14 | Wed 09/07/14 | 36 | | | | | | | | |
| 29 | | 2.3.2 | Create Battle Sounds | 4 days | Wed 18/06/14 | Wed 09/07/14 | | | | | | | | | |
| 30 | | 2.3.3 | Create Environment Sounds | 4 days | Wed 18/06/14 | Wed 09/07/14 | | | | | | | | | |
| 31 | | 2.3.4 | Create Background Music | 8 days | Wed 18/06/14 | Wed 06/08/14 | | | | | | | | | |
| 32 | | 2.4 | Design Sprites | 6 days | Wed 13/08/14 | Wed 20/08/14 | 11,16,27 | | | | | | | | |
| 33 | | 2.4.1 | Create Environment Sprites | 2 days | Wed 13/08/14 | Wed 20/08/14 | 4 | | | | | | | | |
| 34 | | 2.4.2 | Create UI | 2 days | Wed 13/08/14 | Wed 20/08/14 | 3 | | | | | | | | |
| 35 | | 2.4.3 | Create Character Sprites | 2 days | Wed 13/08/14 | Wed 20/08/14 | 6 | | | | | | | | |
| 36 | | 2.5 | Write Game Script | 2 days | Thu 06/03/14 | Fri 07/03/14 | 5 | | | | | | | | |
| 37 | | 2.6 | Combine Game Elements | 2 days | Thu 21/08/14 | Fri 22/08/14 | 16,27,32,15 | | | | | | | | |
| 38 | | 3 | Evaluation | 1 day | Mon 25/08/14 | Mon 25/08/14 | 14 | | | | | | | | |
| 39 | | 3.1 | Individual Critical Appraisal | 1 day | Mon 25/08/14 | Mon 25/08/14 | | | | | | | | | |
| 40 | | 4 | Project Hand In | 0 days | Fri 05/09/14 | Fri 05/09/14 | 38 | | | | | | | | |
| | | | | | | | | | | | | | | | |
| | | | Critical | <div></div> | Manual Task | <div></div> | Baseline Milestone | <div></div> | External Tasks | <div></div> | | | | | |
| | | | Critical Split | <div></div> | Start-only | <div></div> | Milestone | <div></div> | External Milestone | <div></div> | | | | | |
| | | | Critical Progress | <div></div> | Finish-only | <div></div> | Summary Progress | <div></div> | Inactive Task | | | | | | |
| | | | Task | <div></div> | Duration-only | <div></div> | Summary | <div></div> | Inactive Milestone | <div></div> | | | | | |
| | | | Split | <div></div> | Baseline | <div></div> | Manual Summary | <div></div> | Inactive Summary | <div></div> | | | | | |
| | | | Task Progress | <div></div> | Baseline Split | <div></div> | Project Summary | <div></div> | Deadline | <div></div> | | | | | |
| Page 2 | | | | | | | | | | | | | | | |

Computing Project

























Timeline: Mar '14 (02, 09, 16, 23, 30), Apr '14 (06, 13, 20, 27), May '14 (04, 11, 18, 25), Jun '14 (01, 08, 15, 22, 29), Jul '14 (06, 13, 20, 27), Aug '14 (03, 10, 17, 24), Sep '14 (31, 07)

Current Date: May 04 '14

Task Progress:

- Task 1: 44% complete
- Task 2: 0% complete
- Task 3: 0% complete
- Task 4: 0% complete
- Task 5: 0% complete
- Task 6: 0% complete
- Task 7: 0% complete
- Task 8: 0% complete
- Task 9: 0% complete
- Task 10: 0% complete

Legend: Blue bar represents 0% completion.

| | | | | | | | |
|-------------------|---|----------------|---|--------------------|---|--------------------|---|
| Critical |  | Manual Task |  | Baseline Milestone |  | External Tasks |  |
| Critical Split |  | Start-only |  | Milestone |  | External Milestone |  |
| Critical Progress |  | Finish-only |  | Summary Progress |  | Inactive Task |  |
| Task |  | Duration-only |  | Summary |  | Inactive Milestone |  |
| Split |  | Baseline |  | Manual Summary |  | Inactive Summary |  |
| Task Progress |  | Baseline Split |  | Project Summary |  | Deadline |  |

