

# Schedule

	MVP	Achieve	Task Name	Attributed to	Start date	End date	Duration
1	★	<input checked="" type="checkbox"/>	<b>Diagrams</b>		28/05/18	04/06/18	6j
2	★	<input checked="" type="checkbox"/>	Class diagram	Nathan / Jeremy	28/05/18	01/06/18	5j
3	★	<input checked="" type="checkbox"/>	Sequence diagram	Nathan / Jeremy	01/06/18	05/06/18	2j
4	★	<input checked="" type="checkbox"/>	Diagramme de package	Nathan	01/06/18	05/06/18	4j
5	★	<input checked="" type="checkbox"/>	<b>DataBase</b>		28/05/18	01/06/18	5j
6	★	<input checked="" type="checkbox"/>	Create DataBase	Yoann	28/05/18	29/05/18	2j
7	★	<input checked="" type="checkbox"/>	Create the table which contain level data	Yoann	29/05/18	30/05/18	2j
8	★	<input checked="" type="checkbox"/>	Link the database to the code	Yoann	31/05/18	31/05/18	1j
9	★	<input checked="" type="checkbox"/>	Recover the position of the elements	Yoann	01/06/18	01/06/18	1j
10	★	<input checked="" type="checkbox"/>	<b>Decor</b>		30/05/18	02/06/18	4j
11	★	<input checked="" type="checkbox"/>	Create window	Abigaël	30/05/18	30/05/18	1j
12	★	<input checked="" type="checkbox"/>	Load images	Abigaël	30/05/18	31/05/18	2j
13	★	<input checked="" type="checkbox"/>	Create Lorann backround	Yoann / Abigaël	30/05/18	04/06/18	4j
14	☆	<input type="checkbox"/>	<b>Lorann</b>		30/05/18	05/06/18	5j
15	★	<input checked="" type="checkbox"/>	Import Lorann's image	Abigaël	30/05/18	30/05/18	1j
16	★	<input checked="" type="checkbox"/>	Lorann moves	Abigaël / Yoann	31/05/18	01/06/18	2j
17	☆	<input checked="" type="checkbox"/>	Animation when moving	Abigaël	31/05/18	04/06/18	3j
18	☆	<input type="checkbox"/>	Animation at a standstill		01/06/18	05/06/18	3j
19	☆	<input type="checkbox"/>	<b>Monster</b>		30/05/18	06/06/18	6j
20	★	<input checked="" type="checkbox"/>	Import Monster's image	Abigaël	30/05/18	30/05/18	1j
21	☆	<input checked="" type="checkbox"/>	Monster moves	Abigaël / Yoann	31/05/18	05/06/18	4j
22	☆	<input checked="" type="checkbox"/>	Monster different patterns / types	Abigaël / Yoann	05/06/18	05/06/18	1j
23	☆	<input type="checkbox"/>	Pattern Monster -> Lorann		05/06/18	05/06/18	2j
24	☆	<input type="checkbox"/>	Spell dodge		05/06/18	05/06/18	2j
25	☆	<input type="checkbox"/>	<b>Spell</b>		30/05/18	06/06/18	6j
26	★	<input type="checkbox"/>	Move		30/05/18	31/05/18	2j

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27	★	<input type="checkbox"/>	Color changing		31/05/18	04/06/18	3j
28	☆	<input type="checkbox"/>	Bring back the spell		05/06/18	06/06/18	2j
29	☆	<input type="checkbox"/>	<b>Collision &amp; Effect</b>		<b>01/06/18</b>	<b>05/06/18</b>	<b>3j</b>
30	☆	<input checked="" type="checkbox"/>	Lorann / Ennemis -> Death	Abigaël	01/06/18	05/06/18	3j
31	☆	<input checked="" type="checkbox"/>	Lorann / Purses -> Score +300	Abigaël	04/06/18	05/06/18	2j
32	☆	<input checked="" type="checkbox"/>	Lorann / Doors -> Death or Finish	Abigaël	04/06/18	05/06/18	2j
33	★	<input checked="" type="checkbox"/>	Lorann / Walls -> Blocked	Abigaël	01/06/18	05/06/18	3j
34	☆	<input checked="" type="checkbox"/>	Ennemis / Walls & Burses -> Rebound		04/06/18	05/06/18	2j
35	☆	<input type="checkbox"/>	Spell / Ennemis -> Kill -> Score +100		04/06/18	05/06/18	2j
36	☆	<input type="checkbox"/>	Spell / Walls -> Rebound		04/06/18	05/06/18	2j
37	☆	<input type="checkbox"/>	<b>Tests</b>				<b>4j</b>
38	★	<input checked="" type="checkbox"/>	Static Element	Jeremy / Nathan	01/06/18	05/06/18	4j
39	★	<input checked="" type="checkbox"/>	DataBase	Yoann	01/06/18	05/06/18	4j
40	☆	<input type="checkbox"/>	Other Tests		04/06/18	05/06/18	2j