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| October | Final proposal to be submitted by (4th November)  Research other skill trees  Create a simple design structure for tree | 3  5  3 |
| November | Final proposal hand-in  Produce a way for the user to access the tree  Complete 1 branch of the skill tree  Work on 3 basic levels for game testing | 1  1  7  4 |
| December | Write up research report  Create demo set-up | 7  6 |
| January | Hand-in research report and demo | 6 |
| February | Work on other branches for skill tree  Take screenshots for comparison between implementations  Add particle systems and sounds | 20  1  3 |
| March | Make final demo scene  Write final report  Collate references  Prepare for submission | 1  10  1  1 |
| April | Hand-in final report | 1 |
| May | Viva | 1 |

# Project timeline