Task	Duration (PWks)	Predecessor Task(s)
1. Requirements Collection	3	-
2. Design Architecture	2	1
3. Function stubs	2	2
4. User Documentation	1	3
5. Programming	6	3
6. Testing	2	5
7. Installation	1	6

Gantt timeline
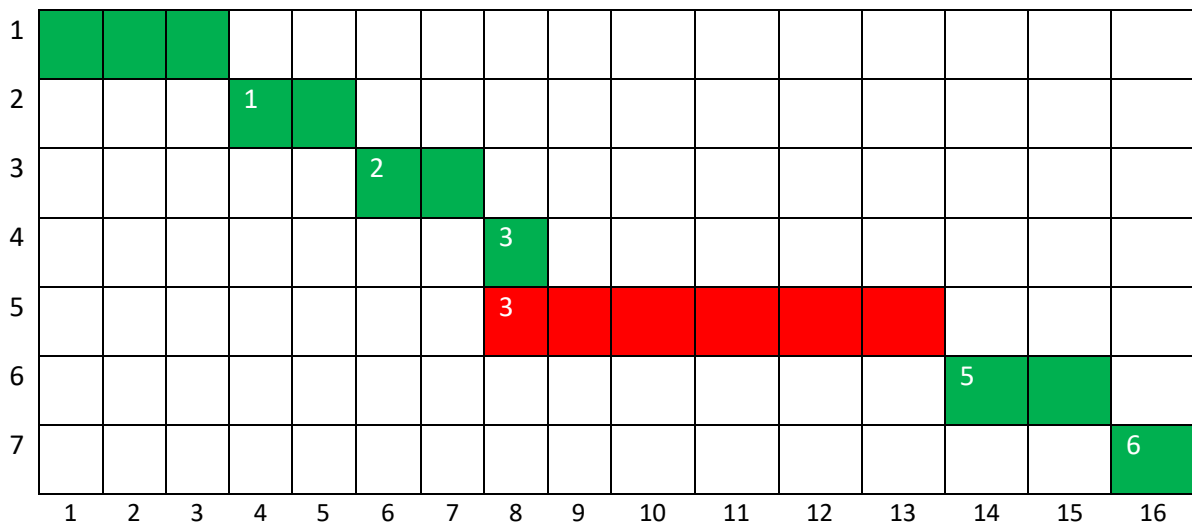
1: Determine what functionality is necessary and solidify game ideas/concepts (~3 hours)

2: Meet and discuss how the different submodules will interact and handle intercommunication (~3 hours)

3: Implement the actual function stubs to allow classes to communicate, get everyone's code to work together (~5 hours)

4: Document what each function does, how it should be used, and relevant information (~3 hours)

5: Implement the functionality of the following features in working code:

- Character superclass for Enemy+Player to inherit from with intersecting functionalities such as movement/health etc (~2 hours)
- Enemy that does the following:
  - Interacts with player (fight or chat or quest) (~8 hours)
  - Affects player after interaction (powerup or money or quest) (~8 hours)
  - Plays sound effects (~0.25 hours)
  - Polish enemy sprite with animations/effects if possible (~8 hours)

6: Verify that all of the required features function as intended (~2 hours)

7: Verify the program is able to run properly on target machines (~4 hours)