

TASK TITLE	Term 1											Holidays		Term 2						
	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11	Week 1	Week 2	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	
Documentation																				
In-Progress Logbook								EXAMS												
Gantt Chart																				
Data Flow Diagram - Level 1																				
Data Flow Diagram - Level 2																				
Game																				
Screen System								EXAMS												
Simple Menu/Play Screens																				
Random Cave Generation																				
Level Rendering																				
Ball Physics																				
Collision Detection																				
Player Input (Shoot Ball)																				
Sand Pits																				
Sticky Walls																				
GUI (Pausing, Navigating between screens, End screen/other screens, Toggle music, etc.)																				
Visual Assets: Proper Game Graphics (Backgrounds, Screen Designs, Sprites, Textures, etc.)																				
Multimedia Assets: Background Music/Sound Effects/Animations																				
Infinite Game Modes																				
Readability and Commenting																				
Polish Controls and Gameplay																				
Testing the Solution																				
Playtesting																				
SUBMIT!																				