
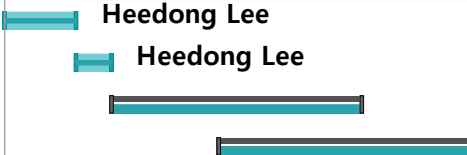






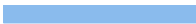






































ID		Task Mode	Task Name	Duration	Start	Finish	11	'14 Sep 14	17	'14 Sep 21	23
1			최초 개발제안서 작성	2 days	Sat 14-09-13	Sun 14-09-14		Heedong Lee			
2			면담 후 스케줄 정립	1 day	Mon 14-09-15	Mon 14-09-15		Heedong Lee			
3			프로그램 디자인	5 days	Tue 14-09-16	Mon 14-09-22					
9			오브젝트 개발(Prototype)	8 days	Fri 14-09-19	Tue 14-09-30					
13			월드 개발(Prototype)	11 days	Wed 14-10-01	Wed 14-10-15					
18			Camera 및 UI개발	7 days	Thu 14-10-16	Thu 14-10-23					
22			Resource Control Tool	2 days	Tue 14-10-07	Wed 14-10-08					
24			Player Skill	5 days	Thu 14-10-09	Wed 14-10-15					
25			Player Skill Input	2 days	Thu 14-10-09	Fri 14-10-10					
26			Player Skill Execute	2 days	Fri 14-10-10	Sat 14-10-11					
27			Player Skill Diversification	2 days	Sat 14-10-11	Sun 14-10-12					
28			Player Inventory, and related UI	4 days	Sun 14-10-12	Wed 14-10-15					
29			MemoryLeaking Fix	1 day	Thu 14-10-16	Thu 14-10-16					
30			MapTool	25 days	Sat 14-10-18	Wed 14-11-19					
31			MapTool ProtoType	2 days	Sat 14-10-18	Mon 14-10-20					
32			MapTool UI	1 day	Wed 14-10-29	Wed 14-10-29					
33			MapTool FinalType and bugFix	3 days	Wed 14-10-22	Fri 14-10-24					
34			DataDriven	3 days	Sun 14-10-26	Tue 14-10-28					
35			Image File Size, File path	2 days	Sun 14-10-26	Mon 14-10-27					
36			Sprite Information	1 day	Tue 14-10-28	Tue 14-10-28					
37			Network	15 days	Thu 14-10-30	Wed 14-11-19					
38			Primitive Chat Server, Client	1 day	Wed 14-10-29	Wed 14-10-29					

Project: Project DreamCoast2D  
Date: Mon 14-11-03

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

ID		Task Mode	Task Name	Duration	Start	Finish	11	'14 Sep 14	14	17	'14 Sep 21	20	23
39			GUI Chat Client	1 day	Thu 14-10-30	Thu 14-10-30							
40			In Game Chat Client Prototype	2 days	Thu 14-10-30	Fri 14-10-31							
41			In Game Chat UI	3 days	Fri 14-10-31	Tue 14-11-04							
42			<b>Do If Possible</b>	<b>22 days</b>	<b>Wed 14-10-22</b>	<b>Wed 14-11-19</b>							
43			<b>Player Class Diversification(if Possible)</b>	<b>22 days</b>	<b>Wed 14-10-22</b>	<b>Wed 14-11-19</b>							
44			Player Class Diversification										
45			Range Class Skill										
46			Level UP, Stat System										
47			<b>Monster Diversification</b>	<b>22 days</b>	<b>Wed 14-10-22</b>	<b>Wed 14-11-19</b>							
48			Monster Diversification										
49			Monster Skill										
50			New Monster AI(Family, Aggressive)										
51			Boss Monster Pattern	1 day	Wed 14-10-29	Wed 14-10-29							
52			<b>Demo Making</b>	<b>22 days</b>	<b>Wed 14-10-22</b>	<b>Wed 14-11-19</b>							
53			Stage Method Design										
54			Level Design										

Project: Project DreamCoast2D

Date: Mon 14-11-03

Task

Split

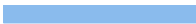
Milestone


Summary


Project Summary


Inactive Task


Inactive Milestone

















Inactive Summary

Manual Task


Duration-only


Manual Summary Rollup


Manual Summary


Start-only


Finish-only


















External Tasks


External Milestone


Deadline


Progress


Manual Progress

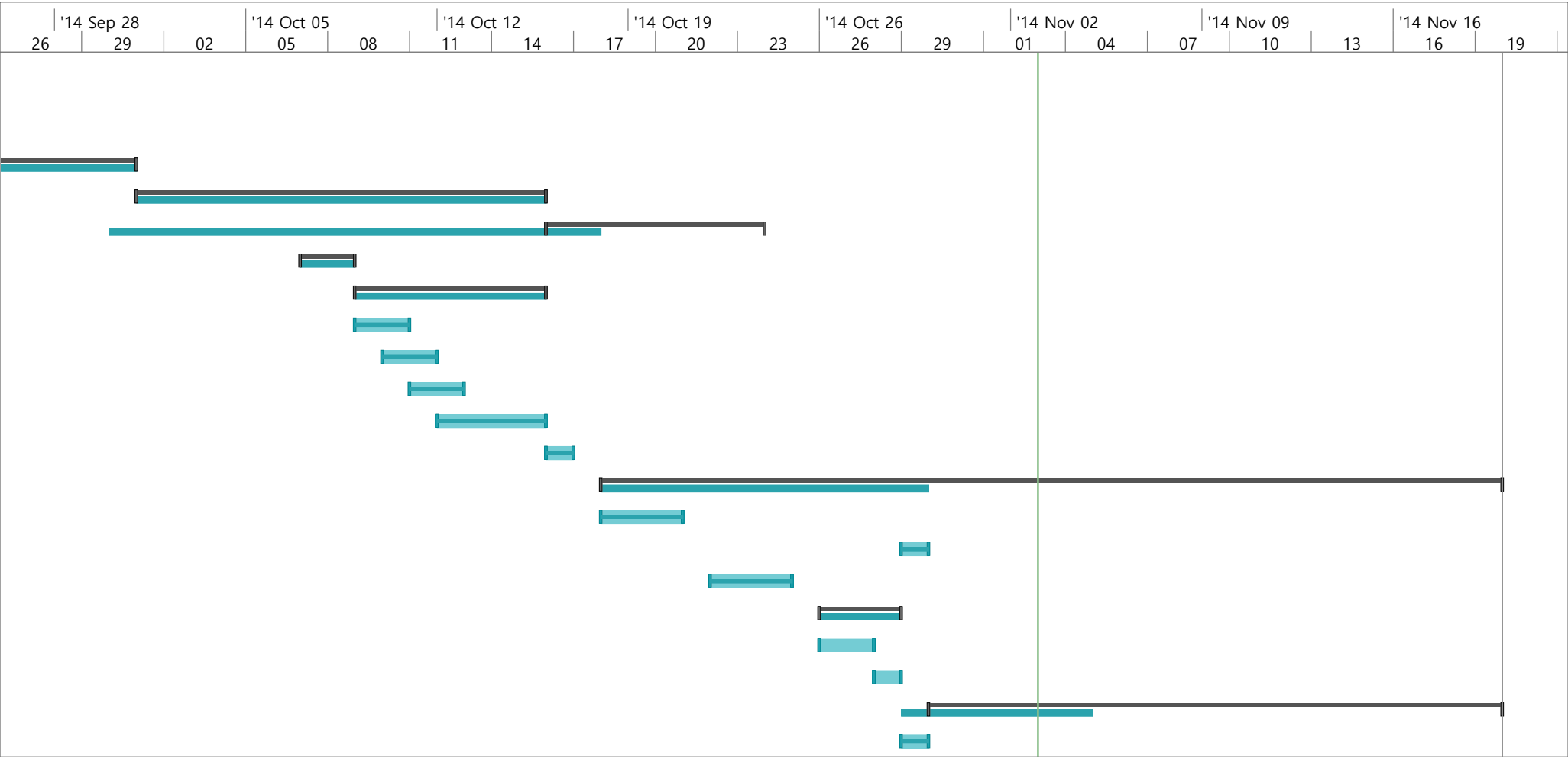


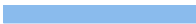




















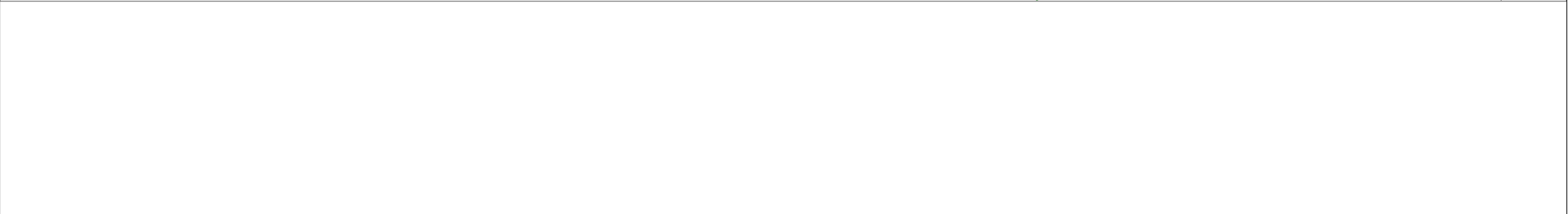
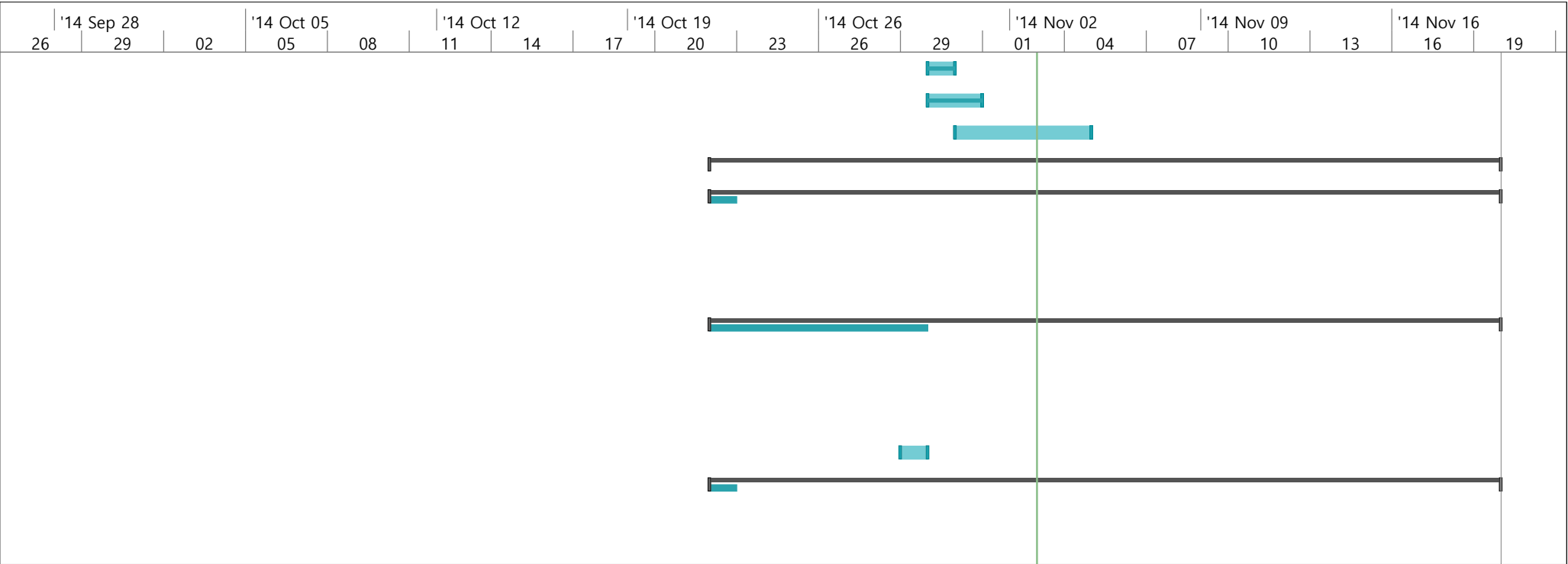








Project: Project DreamCoast2D Date: Mon 14-11-03	Task		Inactive Summary		External Tasks	
	Split		Manual Task		External Milestone	
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Project: Project DreamCoast2D Date: Mon 14-11-03	Task		Inactive Summary		External Tasks	
	Split		Manual Task		External Milestone	
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