

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1 SA												6																		
2 Create Player Object							1																							
3 Create Camera									1,	2																				
4 Collect Input											1,3	2,																		
5 Add Movement													1,4	2,	3,															
6 Add rotation																1,	2,	3,	4											
7 Add weapons																				1,2, 3,4										
8 Add movement bounds																					1,4,	2,5	3,							
9 Add health/ death																								1,2, 3						
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	Time is in hours. Budgeting 3 - 4 hours/week for 8 weeks. Light blue optimal/estimated; dark blue work case. Green outline actual. Editable copy Numbers document that lives on my computer.																													