| Task | Duration (PW) | Predecessor Task(s) |
|---|---|---|
| 1. Requirements Colle | 5 | - |
| 2. Prototype Design | 1 | 1 |
| 3. Enemy Movement | 3 | 2 |
| 4. Dealing damage to p | 2 | 2,3 |
| 5. Damage from bullet | 3 | 2,3 |
| 6. Damage from traps | 1 | 3,5 |
| 7. Testing | 2 | 4, 5, 6, 7 |

The duration is measured in weeks.
Every week will be 12 hours of work
(4 hours for every hour of credits)
This is a rough estimate and will be edited again
when we need the second Gantt chart.

**Gantt Chart**

| Task | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1. Requirements | ■ | ■ | ■ | ■ | ■ | | | | | | | | | | |
| 2. Prototype Design | | | | | | 1 | | | | | | | | | |
| 3. Enemy Movement | | | | | | | 2 | ■ | ■ | | | | | | |
| 4. Dealing damage | | | | | | | | | | 2,3 | ■ | ■ | ■ | | |
| 5. Damage from bullet | | | | | | | | | | 2,3 | ■ | ■ | | | |
| 6. Damage from traps | | | | | | | | | | | | | 3,5 | | |
| 7. Testing | | | | | | | | | | | | | | 4,5,6,7 | ■ |