Task	Duration (PWks)	Predecessor Task(s)	Actual Time Taken
1. Requirements Collection	5	-	5
2. Prototype Design	1	1	2
3. Enemy Movement	3	2	3
4. Dealing damage to player	2	2,3	-
5. Damage from bullets	3	2,3	1
6. Damage from traps	1	3,5	-
7. Testing	2	4, 5, 6, 7	-

Week scale: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Green: Completed

The duration is measured in weeks.
Every week will be 12 hours of work (4 hours for every hour of credits)