

																		Task	Duration (PWks)	Predecessor Task(s)	Actual Time Taken
						1												1. Requirements Collection	5	-	5
							2											2. Prototype Design	1	1	2
										2,3								3. Enemy Movement	3	2	3
													2,3					4. Dealing damage to player	2	2,3	3
														3,5				5. Damage from bullets	3	2,3	1
															5,6,7			6. Enemy Spawner	1	3,5	1
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		7. Score Implementation	1	5,6,7	2
<p>Green: Completed</p>																	<p>The duration is measured in weeks.  Every week will be 2 hours  Being paid at 100 dollars an hour, my portion of the project would cost 3400 dollars</p>				