

																	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	-
													3,5				5. Damage from bullets	3	2,3	-
														4,5,6,7			6. Damage from traps	1	3,5	-
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15			7. Testing	2	4, 5, 6, 7	-
Green: Completed																The duration is measured in weeks. Every week will be 12 hours of work (4 hours for every hour of credits)				