Gantt Chart

ID	Task Name	Start	Finish	Duration	Mar 27 2016 Apr 3 2016		Apr 10 2016		Apr 17	Apr 17 2016		Apr 24 2016		May 1 2016		May 8 2016	
								11 12 13 14 15								9 10 11	
1	Start Project 3 planning	3/28/2016	3/29/2016														
2	Make a Github repo initialization	4/1/2016	4/1/2016	1 d													
3	Create/edit the world class	4/1/2016	4/6/2016	4d													
4	Create/edit the actor class	4/1/2016	4/6/2016	4d													
5	Create/edit the battle class	4/4/2016	4/6/2016	3d													
6	Create/edit the arena class	4/1/2016	4/6/2016	4d													
7	Create/edit the item class	4/1/2016	4/6/2016	4d													
8	Create/edit the enemy class	4/1/2016	4/6/2016	4d													
9	Create/edit the shop class	3/28/2016	3/28/2016	1 d													
10	Create/edit the library class	4/6/2016	4/6/2016	1 d													
11	Create/edit the skills class	4/1/2016	4/4/2016	2d													
12	Create/edit the inn class	4/6/2016	4/6/2016	1 d													
13	Create/edit the place class	4/1/2016	4/4/2016	2d													
14	Bug testing part1	4/4/2016	4/8/2016	5d													
15	Add a product backlog	4/8/2016	4/8/2016	1 d													
16	Finish the charts(UML) for project 3	4/4/2016	4/5/2016														
17	Start Project 4 planning	4/8/2016	4/11/2016														
18	Create/edit the chest class	4/11/2016	4/11/2016	1 d													
19	Create/edit the dungeon class	4/11/2016	4/11/2016	1 d													
20	Create/edit the weapon class	4/11/2016	4/11/2016	1 d													
21	Create/edit the party class	4/11/2016	4/11/2016	1 d													
22	Create/edit the plot class	4/18/2016	4/18/2016	1 d													
23	Create/edit a test class	4/18/2016	4/18/2016	1 d													
24	Push the projectto GUI	5/3/2016	5/3/2016	1 d													
25	Modify the UML charts	5/4/2016	5/10/2016	5d													
26	Write test functions	5/4/2016	5/10/2016	5d													
27	Finish the gantt chart	5/4/2016	5/10/2016	5d													
28	Bug testing part2	4/18/2016	5/10/2016	17d													