Tasks	Weeks														
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
	19 - 25 Jan	26 - 1 Feb	2 - 8 Feb	9 - 15 Feb	16 - 22 Feb	23 - 1 Mar	2 - 8 Mar	9 - 15 Mar	16 - 22 Mar	23 - 29 Mar	30 - 5 Apr	6 - 12 Apr	13 - 19 Apr	20 - 26 Apr	27 - 3 May
Modelling Virtual Environment:															
- Full-Flat State Environment															
- Flat-Textured State															
- Depth-Textured State															
- Rich State															
Implementing Controls:															
- Manipulation Implementation															
- Interface Implementation (HUD)															
- Integrating Wii Remote Controller															
- Integrating Oculus Rifft DK2															
Implementing Practice Mode															
Testing and Final Enhancement															
Carry Out Experiment															
Reports:															
- Third Progress Report															
- Fourth Progress Report															
- Final Project Report											,			, and the second second	
Oral Examination															
*** HOLIDAY ***															