

Project manager

Project dates

Jan 5, 2016 - Mar 12, 2016

Completion

0%

Tasks

176

Resources

0

Tasks

2

Name	Begin date	End date
Coding	1/5/16	3/11/16
Fix Warnings	1/5/16	1/11/16
<i>Everyone</i>		
Alex2	1/5/16	3/11/16
Hover Jump	1/5/16	1/11/16
<i>Alex2</i>		
Fixed Update Research	1/5/16	1/11/16
<i>Alex2</i>		
Fixed Update Implementation	1/12/16	1/25/16
<i>Alex2</i>		
Hover Tank	1/12/16	1/25/16
<i>alex2</i>		
SpawnManager Empty Object	1/25/16	2/2/16
Enemy Rocket Fix	1/25/16	2/2/16
Warp Kill AI	1/25/16	2/2/16
Boss AI	1/26/16	1/26/16
Boss Weapons	1/27/16	2/3/16
Boss Movement	1/27/16	2/3/16
Boss Balance	1/27/16	2/3/16
Flying Enemy	1/26/16	1/27/16
Flying Enemy Movement	1/28/16	2/12/16
Flying Enemy Attack	1/28/16	2/12/16
Flying Enemy Balance	1/28/16	2/19/16
Goliath Boss	2/19/16	2/19/16
Goliath charge	2/22/16	2/29/16
Goliath movement	2/22/16	2/29/16
Goliath Animation	2/22/16	3/4/16
Goliath Balance	2/22/16	3/4/16
Balance & Polish	3/4/16	3/11/16
Bryan	1/5/16	3/11/16

Tasks

Name	Begin date	End date
Laser Line Renderer <i>Bryan</i>	1/5/16	1/11/16
List of Power Ups <i>Bryan</i>	1/5/16	1/11/16
Add power ups to gannt <i>Bryan</i>	1/12/16	1/18/16
Power Up Prototype 1 <i>Bryan</i>	1/12/16	1/18/16
Power Up Prototype 2 <i>Bryan</i>	1/12/16	1/18/16
Power Up Prototype 3 <i>Bryan</i>	1/19/16	1/25/16
Power Up Prototype 4 <i>Bryan</i>	1/19/16	1/25/16
Power Up Prototype 5 <i>Bryan</i>	1/19/16	1/25/16
Play Test and Balance 1-2 <i>Bryan</i>	1/19/16	1/25/16
Play Test and Balance 3-5	1/26/16	2/1/16
Bolt System <i>Bryan</i>	1/27/16	2/1/16
Bolt Collection System	1/27/16	2/1/16
Bolt Collect In Game	1/27/16	2/1/16
Input Events	1/19/16	2/1/16
Pick Up Cache, Singleton	1/27/16	2/8/16
System Logger	2/8/16	2/15/16
Rocket Animation	2/8/16	2/15/16
Teleporter, cool effects with bolts	2/8/16	2/22/16
Teleporter, bolts to work	2/8/16	2/15/16
Recoil	2/22/16	2/29/16
Crystal Destruction	2/22/16	3/4/16

Tasks

Name	Begin date	End date
Playtest & balance	2/29/16	3/11/16
Laser Turret Enemy	2/29/16	3/11/16
2 xbox controllers	1/5/16	2/26/16
<i>Bryan</i>		
DROP THE BASE	1/5/16	3/11/16
<i>Bryan</i>		
Laura	1/5/16	3/11/16
UI Scaling	1/5/16	1/11/16
<i>Laura</i>		
Procedural Generation Research	1/5/16	1/11/16
<i>Laura</i>		
Procedural Generation, prototype	1/12/16	2/1/16
<i>Laura</i>		
Heat Map, prototype	1/12/16	2/1/16
<i>Laura</i>		
Test and balance results	2/2/16	2/8/16
<i>Laura</i>		
Camera Menu	1/26/16	2/2/16
UI	1/26/16	2/2/16
Proc. Generation of Power ups	2/2/16	2/9/16
Envr. Objects Chargin	2/9/16	2/16/16
End Game boss world	2/16/16	3/11/16
Alex	1/5/16	3/11/16
Perpendicular Script	1/5/16	1/11/16
<i>Alex</i>		
Saving State Research	1/5/16	1/11/16
<i>Alex</i>		
Implement Saving State	1/12/16	1/29/16
<i>Alex</i>		
Saving Player Id	1/12/16	2/1/16
<i>Alex</i>		

Tasks

Name	Begin date	End date
Evaluate and add more <i>Alex</i>	2/2/16	2/8/16
Smooth Player Movement <i>Alex</i>	2/2/16	2/8/16
Restart	2/2/16	2/9/16
Oriental bug fixes	2/2/16	2/9/16
SMooth Motion Base (in Code review)	2/9/16	2/16/16
Strafing	2/9/16	2/16/16
Player Movement weight	2/16/16	3/1/16
Prevent flipping too much	2/16/16	3/1/16
Help with Final Planet / Polish	3/1/16	3/11/16
Colan	1/5/16	3/11/16
Remove Singleton <i>Colan</i>	1/5/16	1/18/16
Add Example Dynamic ENVR <i>Colan</i>	1/5/16	1/11/16
Third Person Test <i>Colan</i>	1/5/16	1/11/16
Update Gantt <i>Colan</i>	1/12/16	1/18/16
Boss <i>Colan</i>	1/19/16	2/1/16
New Enemy Type Discussion <i>Colan</i>	1/19/16	1/25/16
Update Gantt v2 <i>Colan</i>	1/26/16	2/1/16
Optimization	1/26/16	2/5/16
Vertexes Away	1/26/16	2/9/16
Flying Vertice Switch	1/26/16	2/9/16
Polish Boss 1	2/2/16	2/9/16
Concept work on final boss Planet	2/2/16	2/9/16

Tasks

Name	Begin date	End date
Swamp Boss	2/10/16	2/10/16
Movement	2/11/16	2/17/16
Attacks	2/11/16	2/24/16
Balance	2/17/16	3/1/16
Help Final Boss Planet	3/1/16	3/11/16
Cody	1/5/16	3/8/16
Falling Rocks	1/5/16	1/11/16
<i>Cody</i>		
Update with more tasks	1/5/16	1/11/16
<i>Cody</i>		
Start Screen	1/11/16	1/18/16
Game Warnings with Colan	1/11/16	1/18/16
Image effect research & implementation	1/11/16	1/18/16
Script Planet Change COlor	1/18/16	1/25/16
Planet Rim Shader	1/18/16	1/25/16
Power up bar offset time	1/26/16	2/2/16
power up bar v2	1/26/16	2/9/16
Weapon Cursor v2	2/2/16	2/9/16
GUI ANchors	2/2/16	2/9/16
Ice Planet Geyser	2/9/16	2/16/16
Falling Boulders leep	2/9/16	2/16/16
Dyn. Envr obj. 1	2/16/16	2/23/16
Dyn. Envr obj. 2	2/16/16	2/23/16
Dyn. Envr obj. 3	2/16/16	2/23/16
Warp Effect	2/16/16	2/23/16
Blots GUI	2/23/16	3/1/16
Light map	3/1/16	3/8/16
Optimize	3/1/16	3/8/16
Bolt GUI	2/2/16	2/9/16

Tasks

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Name	Begin date	End date
DesignArt	1/5/16	3/3/16
Bernie	1/5/16	2/23/16
Desert Enviornment Assets	1/5/16	2/10/16
Steam Geyser Model	1/25/16	2/3/16
Draft Planet 3	2/1/16	2/8/16
Copy_Planet 2 Design Layout	1/28/16	2/2/16
Copy_Planet 1 Design Layout	1/28/16	2/2/16
Game Title/Logo PDF	2/1/16	2/2/16
Model Ziggurat Temple	1/25/16	2/4/16
GUI Elements	1/25/16	2/4/16
Ice Environment Assets	2/2/16	2/23/16
Michael	1/5/16	2/24/16
Boss 1 Concept Art	1/5/16	1/12/16
Desert Boss 1 Model	1/11/16	1/19/16
HeatMap Test	1/11/16	1/12/16
Desert Enviornment Assets	1/11/16	2/8/16
Enemy TriDrone	1/19/16	2/1/16
Planet 1 Heatmap	1/26/16	2/10/16
Planet 1 Design Layout	1/28/16	2/2/16
New Desert Planet Mesh	1/29/16	2/8/16
Planet 2 Design Layout	1/28/16	2/2/16
Gantt Chart	2/1/16	2/24/16
Planet 2 Heat Map	2/8/16	2/15/16
Static/Correcting Assets	2/8/16	2/22/16
Ethan	1/11/16	3/3/16
GDD	1/11/16	3/3/16
Artillery Animation	1/11/16	1/26/16
Rocket Animation	1/18/16	1/28/16

Tasks

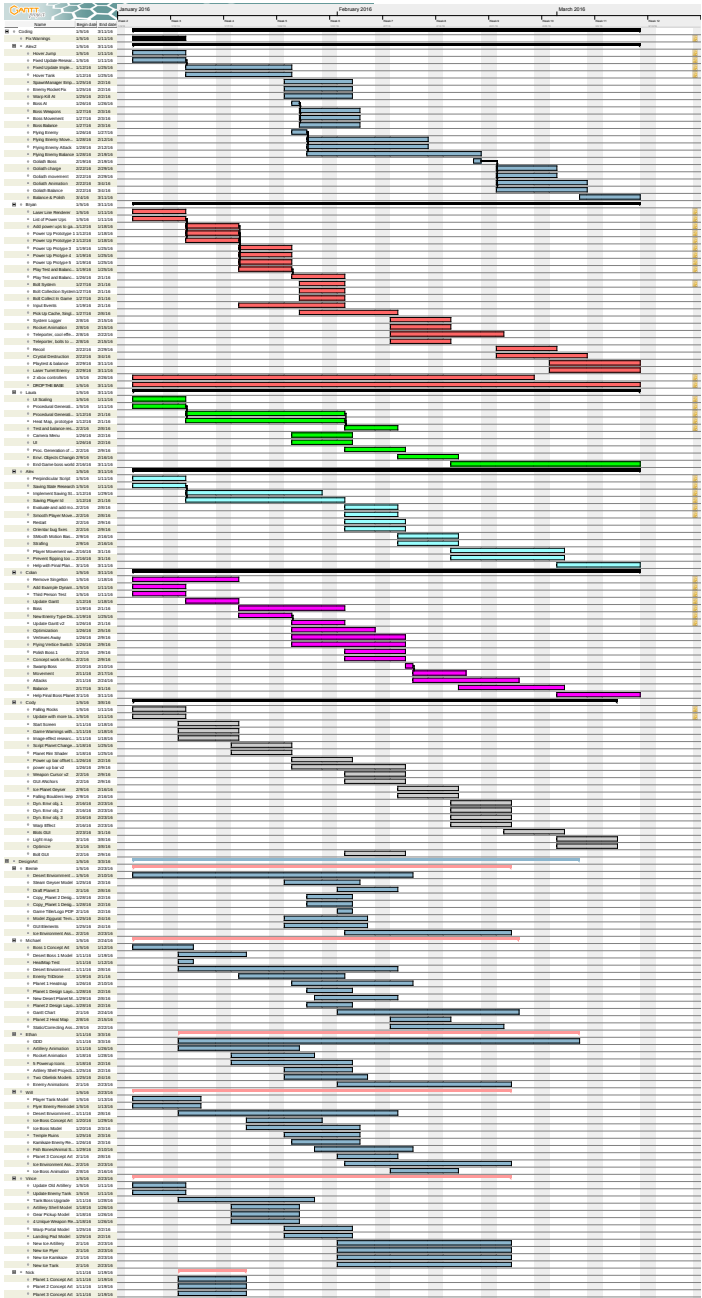
Name	Begin date	End date
5 Powerup Icons	1/18/16	2/2/16
Artillery Shell Projectile	1/25/16	2/2/16
Two Obelisk Models	1/25/16	2/4/16
Enemy Animations	2/1/16	2/23/16
Will	1/5/16	2/23/16
Player Tank Model	1/5/16	1/13/16
Flyer Enemy Remodel	1/5/16	1/13/16
Desert Enviornment Assets	1/11/16	2/8/16
Ice Boss Concept Art	1/20/16	1/29/16
Ice Boss Model	1/20/16	2/3/16
Temple Ruins	1/25/16	2/3/16
Kamikaze Enemy Remodel	1/26/16	2/3/16
Fish Bones/Animal Skull Models	1/29/16	2/10/16
Planet 3 Concept Art	2/1/16	2/8/16
Ice Environment Assets	2/2/16	2/23/16
Ice Boss Animation	2/8/16	2/16/16
Vince	1/5/16	2/23/16
Update Old Artillery	1/5/16	1/11/16
Update Enemy Tank	1/5/16	1/11/16
Tank Boss Upgrade	1/11/16	1/28/16
Artillery Shell Model	1/18/16	1/26/16
Gear Pickup Model	1/18/16	1/26/16
4 Unique Weapon Reticles	1/18/16	1/26/16
Warp Portal Model	1/25/16	2/2/16
Landing Pad Model	1/25/16	2/2/16
New Ice Artillery	2/1/16	2/23/16
New Ice Flyer	2/1/16	2/23/16
New Ice Kamikaze	2/1/16	2/23/16
New Ice Tank	2/1/16	2/23/16

Tasks

Name	Begin date	End date
Nick	1/11/16	1/19/16
Planet 1 Concept Art	1/11/16	1/19/16
Planet 2 Concept Art	1/11/16	1/19/16
Planet 3 Concept Art	1/11/16	1/19/16

Infinite Skies

Gantt Chart



Resources Chart

		January 2016				February 2016				March 2016			
Name	Default role	Week 2 1/3/16	Week 3 1/19/16	Week 4 1/27/16	Week 5 1/24/16	Week 6 1/31/16	Week 7 2/7/16	Week 8 2/14/16	Week 9 2/21/16	Week 10 2/28/16	Week 11 3/6/16	Week 12 3/13/16	