

Project manager

Project dates

Jan 5, 2016 - Mar 10, 2016

Completion

2%

Tasks

89

Resources

0

Tasks

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Name	Begin date	End date
DesignArt	1/5/16	3/9/16
Bernie	1/5/16	3/8/16
Desert Enviornment Assets	1/5/16	1/31/16
Steam Geyser Model	1/25/16	2/1/16
Draft Planet 3	2/1/16	2/6/16
Copy_Planet 2 Design Layout	1/28/16	1/31/16
Copy_Planet 1 Design Layout	1/28/16	1/31/16
Game Title/Logo PDF	1/31/16	2/1/16
Model Ziggurat Temple	1/24/16	2/1/16
GUI Elements	1/24/16	2/1/16
Ice Environment Assets	2/2/16	2/13/16
Sound Effects and Music Rework	2/14/16	2/27/16
Correcting and Checking Assets	2/18/16	3/8/16
Updated Trailer	2/28/16	3/4/16
Place/Check Boss Planet Assets	2/28/16	3/8/16

Tasks

Name	Begin date	End date
Michael	1/5/16	3/9/16
Boss 1 Concept Art	1/5/16	1/10/16
Desert Boss 1 Model	1/11/16	1/17/16
HeatMap Test	1/11/16	1/12/16
Desert Enviornment Assets	1/11/16	1/31/16
Enemy TriDrone	1/19/16	1/28/16
Planet 1 Heatmap	1/26/16	2/6/16
Planet 1 Design Layout	1/28/16	1/31/16
New Desert Planet Mesh	1/29/16	2/4/16
Planet 2 Design Layout	1/28/16	1/31/16
Gantt Chart	1/31/16	2/6/16
Planet 2 Heat Map	2/7/16	2/12/16
Boss Planet Design	2/7/16	2/18/16
Static/Correcting Old Assets	2/7/16	2/24/16
Gantt Chart v2	2/7/16	2/13/16

Tasks

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Name	Begin date	End date
Place Non-procedural Objects: Desert	2/7/16	2/19/16
Place Non-procedural Objects: Ice	2/19/16	2/23/16
Boss Planet Mesh	2/19/16	2/28/16
Place/Check Boss Planet Assets	2/25/16	3/9/16
Ethan	1/10/16	3/7/16
GDD	1/10/16	3/5/16
Artillery Animation	1/10/16	1/21/16
Rocket Animation	1/17/16	1/25/16
5 Powerup Icons	1/17/16	1/28/16
Artillery Shell Projectile	1/24/16	1/30/16
Two Obelisk Models	1/24/16	2/1/16
Enemy Animations	2/1/16	2/13/16
Boss Planet Design	2/7/16	2/15/16
Desert Boss Animation	2/14/16	2/23/16
Organize Motion Base Party	2/21/16	2/28/16

Tasks

Name	Begin date	End date
Tri-Drone Modification/ Animations	2/24/16	3/2/16
Boss Planet Assets	2/26/16	3/7/16
Will	1/5/16	3/7/16
Player Tank Model	1/5/16	1/11/16
Flyer Enemy Remodel	1/5/16	1/11/16
Desert Enviornment Assets	1/11/16	1/31/16
Ice Boss Concept Art	1/20/16	1/27/16
Ice Boss Model	1/20/16	1/30/16
Temple Ruins	1/24/16	1/31/16
Kamikaze Enemy Remodel	1/26/16	2/1/16
Fish Bones/Animal Skull Models	1/29/16	2/6/16
Ice Environment Assets	2/2/16	2/13/16
Planet 1 Updated Concept Art	2/10/16	2/17/16
Ice Boss Animation	2/12/16	2/27/16
Boss Planet Concept Art	2/28/16	3/3/16

Tasks

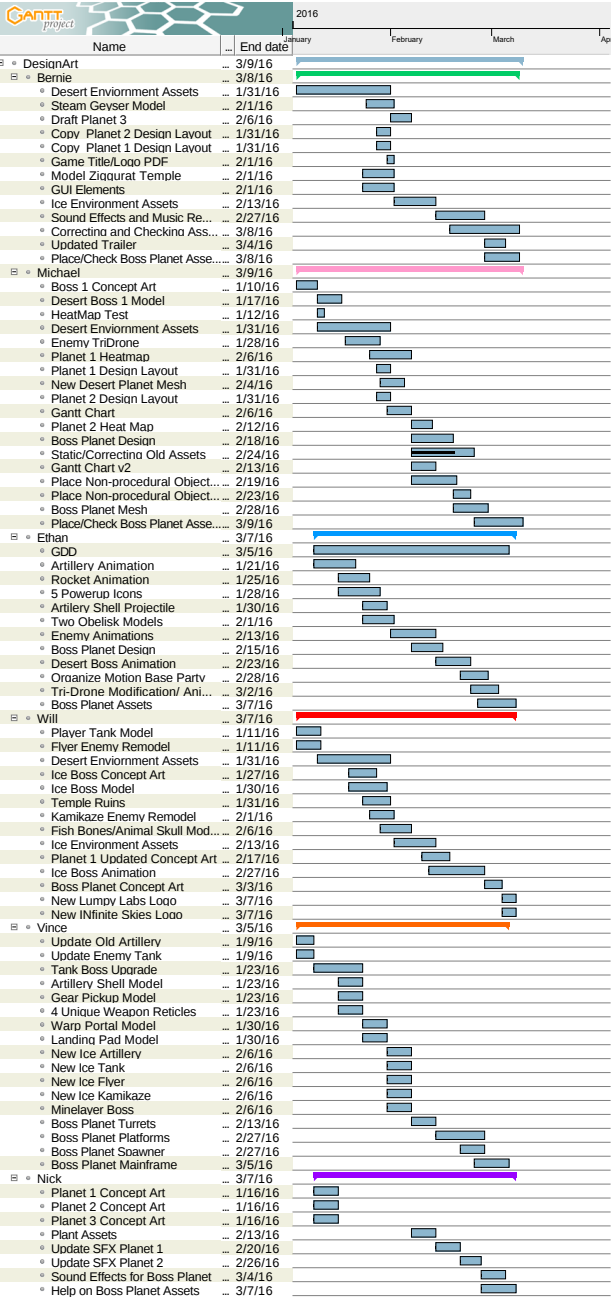
6

Name	Begin date	End date
New Lumpy Labs Logo	3/4/16	3/7/16
New INfinite Skies Logo	3/4/16	3/7/16
Vince	1/5/16	3/5/16
Update Old Artillery	1/5/16	1/9/16
Update Enemy Tank	1/5/16	1/9/16
Tank Boss Upgrade	1/10/16	1/23/16
Artillery Shell Model	1/17/16	1/23/16
Gear Pickup Model	1/17/16	1/23/16
4 Unique Weapon Reticles	1/17/16	1/23/16
Warp Portal Model	1/24/16	1/30/16
Landing Pad Model	1/24/16	1/30/16
New Ice Artillery	1/31/16	2/6/16
New Ice Tank	1/31/16	2/6/16
New Ice Flyer	1/31/16	2/6/16
New Ice Kamikaze	1/31/16	2/6/16

Tasks

Name	Begin date	End date
Minelayer Boss	1/31/16	2/6/16
Boss Planet Turrets	2/7/16	2/13/16
Boss Planet Platforms	2/14/16	2/27/16
Boss Planet Spawner	2/21/16	2/27/16
Boss Planet Mainframe	2/25/16	3/5/16
Nick	1/10/16	3/7/16
Planet 1 Concept Art	1/10/16	1/16/16
Planet 2 Concept Art	1/10/16	1/16/16
Planet 3 Concept Art	1/10/16	1/16/16
Plant Assets	2/7/16	2/13/16
Update SFX Planet 1	2/14/16	2/20/16
Update SFX Planet 2	2/21/16	2/26/16
Sound Effects for Boss Planet	2/27/16	3/4/16
Help on Boss Planet Assets	2/27/16	3/7/16

Gantt Chart



Resources Chart

