Gantt Chart

|  | MS1 |  | MS2 |  |
|---|---|---|---|---|
|  | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 |

Dates: 21-Jun, 22-Jun, 23-Jun, 24-Jun, 25-Jun, 26-Jun, 27-Jun, 28-Jun, 29-Jun, 30-Jun, 1-Jul, 2-Jul, 3-Jul, 4-Jul, 5-Jul, 6-Jul, 7-Jul, 8-Jul, 9-Jul, 10-Jul, 11-Jul, 12-Jul, 13-Jul, 14-Jul, 15-Jul, 16-Jul, 17-Jul, 18-Jul, 19-Jul, 20-Jul, 21-Jul, 22-Jul, 23-Jul, 24-Jul, 25-Jul, 26-Jul, 27-Jul

| Task | Schedule |
|---|---|
| **Milestone 1** | 22-Jun – 2-Jul (blue) |
| Epic Stories | 22-Jun – 27-Jun (Everyone) |
| UML | 24-Jun – 27-Jun (Everyone) |
| User Stories | 28-Jun – 29-Jun (Everyone) |
| Assumptions |  |
| UI Design | 28-Jun – 30-Jun (Everyone) |
| Gantt Chart |  |
| **Milestone 2** | 3-Jul – 18-Jul (blue) |
| Write test files for MVP classes | 3-Jul – 4-Jul (Everyone) |
| UML |  |
| **MVP** | 5-Jul – 11-Jul (blue) |
| **Extra Features** | 15-Jul – 18-Jul (blue) |
| **Backend Features** | 5-Jul – 18-Jul (blue) |
| Implement Character | 7-Jul – 11-Jul (Jack) |
| Implement Goals | 7-Jul – 8-Jul (Michael) |
| Implement Enemies | 7-Jul – 9-Jul (Jaeff) |
| Implement Currency | 7-Jul – 9-Jul (Michael) |
| Implement Buildings | 7-Jul – 8-Jul (Ben) |
| Implement Cards | 10-Jul – 11-Jul (Jaeff) |
| Implement Consumables | 12-Jul – 13-Jul (Michael) |
| Implement Equippable Items | 12-Jul – 14-Jul (Dongzhu) |
| Implement Difficulty | 15-Jul – 17-Jul (Ben) |
|  |  |
| **Frontend Features** | 5-Jul – 18-Jul (blue) |
| Implement map | 7-Jul – 18-Jul (Dongzhu) |
| Implement inventory | 7-Jul – 10-Jul (Ben) |
| Implement drag to equip | 7-Jul – 9-Jul (Dongzhu) |
| Implement health/XP/gold/allies | 12-Jul – 14-Jul (Jack) |
| Implement goal screen | 12-Jul – 13-Jul (Jack) |
| Implement Battle Results | 12-Jul – 14-Jul (Jaeff) |
| Implement Shop | 15-Jul – 18-Jul (Michael) |
| **Milestone 3** | 19-Jul – 25-Jul (blue) |
| Rare items | 20-Jul – 24-Jul (Michael) |
| Shop | 20-Jul – 25-Jul (Dongzhu) |
| Game Over Screen/Win Screen | 20-Jul – 24-Jul (Michael) |
| Difficulty drop down (gamemode) | 20-Jul – 25-Jul (Dongzhu) |
| update uml/user stories | 20-Jul – 22-Jul (Everyone) |
| DoggieCoin | 26-Jul (Dongzhu) |
| Bosses | 19-Jul – 24-Jul (Jaeff) |
| Update goals to have bosses |  |
|  |  |
| **Extensions** | 19-Jul – 25-Jul (blue) |
| Music/Sound Effects | 20-Jul – 22-Jul (Ben) |
| durability for equipment | 20-Jul – 23-Jul (Jack) |
| hover highlighting | 24-Jul – 25-Jul (Jack) |
| Quests | 25-Jul – 27-Jul (Ben) |

**Key**

| Label | Color |
|---|---|
| Milestone/Higher level task | blue |
| Everyone | light blue |
| Ben | red |
| Dongzhu | green |
| Jack | yellow |
| Jaeff | purple |
| Michael | orange |

| | | | | MS3 | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Week 9 | | | | | | Week 10 | | | | | |
| 28-Jul | 29-Jul | 30-Jul | 31-Jul | 1-Aug | 2-Aug | 3-Aug | 4-Aug | 5-Aug | 6-Aug | 7-Aug | 8-Aug |