Effort Matrix	Chris
- Specify desired list of features for game engine	100%
- Specify programming language used to develop engine	100%
- Research options for potential game script interpreter	100%
- Investigate potential multimedia libraries	100%
- Investigate potential languages for game engine	100%
- Investigate potential scripting languages for game engine	100%
- Design UI engine	100%
- Design audio engine	100%
- Design rendering engine	100%
- Develop UI engine	100%
- Develop audio engine	100%
- Develop rendering engine	100%
- Design videogame(s) to test features	100%
- Develop videogame(s) to test features	100%
- Test engine features for correct behavior	100%
- Test games for correct behavior	100%
- Refactor game engine code	100%
- Refactor videogame code	100%

Timeline (not sure about timeframe to be honest!)	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
- Specify desired list of features for game engine	███	███										
- Specify programming language used to develop engine		███										
- Research options for potential game script interpreter	███											
- Investigate potential multimedia libraries	███											
- Investigate potential languages for game engine	███											
- Investigate potential scripting languages for game engine	███											
- Design UI engine		███	███									
- Design audio engine		███	███									
- Design rendering engine		███	███									
- Develop UI engine				███	███	███	███	███	███	███		
- Develop audio engine				███	███	███	███	███	███	███		
- Develop rendering engine				███	███	███	███	███	███	███		
- Design videogame(s) to test features					███	███	███					
- Develop videogame(s) to test features								███	███	███	███	███
- Test engine features for correct behavior								███	███	███	███	███
- Test games for correct behavior								███	███	███	███	███
- Refactor game engine code						███	███	███	███	███	███	███
- Refactor videogame code						███	███	███	███	███	███	███