	T13B_ELDERBERRY																						
	Project Kickoff	Meeting 1 Meeting 2 Meeting 3				Meeting 4 Meeting 5				Milestone 1&2 Due			Meeting6			Project check-in				Meeting7		Meeting8	Milestone 3 Due
	Week 5 Mon Tue Wed Thu Fri	Sat Sun Mon Tue Wed Thu Fri Sat Sun			Mon Tue \	Wed T	Veek 7 Thu Fri Sat	Week 8 Mon Tue Wed Thu Fri Si			Sat	Sun	Sun Mon Tue Wed			Week 9 Thu Fri Sat			Sun	Week 10 Mon			
Group	men jue jueu juu juu	Analyse	Design & Assumption s	1110	out Juli	· · · · · · · · · · · · · · · · · · ·			Sun merg e		Spec Spec	mu	Desi	Design & Assumptions		MOII	Tuc	· · · cu	mu		out	ouil	WOII
Claire					ne GameMode	Game&Game e	eMod E	Battle game&gam emode	Style		Battl _fix	×	battle (enemies +equips)	battle(er	ittle(enemies)		hydra- hardMod e	Mod equips	m2aut o- patch	battle- refactor	refine save/load	Overall refine	
Elisabeth				Inven tory	Goal	Inventory		Goal	Style	_			Mercenar y	Assasin	sceptre -use	Merce nary	Assasin	sceptre -use	m2aut o- patch		generate dungeon	Overall refine	
Weiqi			Chara		Moving Entity	Character-m	nove	Moving Entity	Style	d	oul er_fi x		Spider- move	zombie- move	hydra- move	spider- move	zombie- move		fronten d setup		overall- test	overall -test	
Xiuwen			Colle	ctable E	ntity Character- use	Collectable E	intity	Character-use	Style				SunStone	Midnight Armour- build	sceptre -build	SunSto ne	Midnight Armour- build	sceptre -build		overall -test	overall- test	overall -test	
Yanjie					Entity Dung eon	Static Entil	ity	Dungeon	Style				tick_fix	logic	gate	logic gate			overall -test	overall- test	overall -test		

implementatin

test

refine/style