2016 Project Gantt Chart

Card	Label(s)	Member(s)	Description	Start	End
Business/Writing					
To do				03-23-16	05-06-16
Powerpoint		Victor Chu, …		05-02-16	05-06-16
Game screen flow diagra...				03-23-16	04-01-16
In Progress				03-10-16	03-25-16
Reach deal with Audio P...		Victor Chu		03-10-16	03-25-16
Done					
Approved					
Game Design Document					
To do				03-10-16	03-25-16
Story, Setting, and Char...		Victor Chu, …		03-10-16	03-25-16
Artificial Intelligence (AI)		Maxwell R …		03-10-16	03-25-16
Detailed Level Mission D...		Victor Chu, …		03-10-16	03-25-16
Cutscenes		Victor Chu, …		03-10-16	03-25-16
Scoring, Cheats, Easter …		Maxwell R …		03-10-16	03-25-16
Localization Plan		Victor Chu, …		03-10-16	03-25-16
Major Event Planning		Victor Chu, …		03-10-16	03-25-16
Technical Summary		Maxwell R …		03-10-16	03-25-16
Game Modes		Victor Chu, …		03-10-16	03-25-16
In Progress				03-10-16	03-25-16
Asset List (Art)		Aubrey Pos...		03-10-16	03-25-16
Combat		Maxwell R …		03-10-16	03-25-16
Done				03-10-16	03-21-16
Miscellaneous		Victor Chu		03-10-16	03-21-16
References		Victor Chu		03-10-16	03-21-16
Approved				03-10-16	03-21-16
Game Name		Victor Chu		03-10-16	03-21-16
Project Overview		Victor Chu		03-10-16	03-21-16
Interface		Victor Chu, …		03-10-16	03-21-16
Controls		Victor Chu, …		03-10-16	03-21-16
Level Design & Graphic Design					
To do				03-16-16	04-01-16
Reward Chest Model (Pl...		Abbie Neuf...		03-16-16	03-25-16
Interface sprite sheet				03-28-16	04-01-16
In Progress				03-10-16	04-22-16
Elevator Path Textures (...		Abbie Neuf...		03-12-16	04-01-16
Background Textures (M...		Abbie Neuf...		03-12-16	04-01-16
Character Models (enemi...		Abbie Neuf...		03-16-16	03-24-16
Level Textures (Platform...		Abbie Neuf...		03-10-16	03-25-16
Character Animation (Sp...		Abbie Neuf...		03-25-16	04-08-16
Background Textures (Pl...		Abbie Neuf...		03-10-16	03-25-16
Cutscene creation		Abbie Neuf...		04-18-16	04-22-16
Done					
Approved				02-24-16	03-11-16
Sketch (Maze)		Abbie Neuf...		02-24-16	03-04-16
Sketch (Platformer)				02-26-16	03-11-16
Milestones					
Pending				03-23-16	05-07-16
Music deal reached				03-25-16	03-25-16
Maze initial demo done				03-27-16	03-27-16
Platform design complete				04-01-16	04-01-16
Level design complete				04-01-16	04-01-16
Game Environment done				04-01-16	04-01-16
Combat system done				04-03-16	04-03-16
GDD complete				03-27-16	03-27-16
Alpha reached				04-03-16	04-03-16
Maze design complete				04-12-16	04-12-16
Beta reached				04-24-16	04-24-16
Testing done				04-30-16	04-30-16
Graphic design complete				05-01-16	05-01-16
Project finalized				05-07-16	05-07-16
Enemy AI complete				03-27-16	03-27-16
Coded a pathing algorithm				03-27-16	03-27-16
Programming ready for f...				04-03-16	04-03-16
5 animations applied				04-06-16	04-06-16
8 GDD Wiki pages compl...				03-24-16	03-24-16
Powerpoint complete				05-07-16	05-07-16
Approve current working ...				04-03-16	04-03-16
5 animations made				03-23-16	03-23-16
Action bars done				04-01-16	04-01-16
HUD done				03-30-16	03-30-16
Maze Textures complete				04-03-16	04-03-16
Platformer Textures com...				03-27-16	03-27-16
Not Met				03-20-16	03-20-16
Platformer initial demo d...				03-20-16	03-20-16
Met				03-01-16	03-25-16
Game Mechanics Prototy...				03-25-16	03-25-16
Talked to a few Audio Pr...				03-05-16	03-05-16
Set up Github Wiki for G...				03-01-16	03-01-16
Set up Trello Boards				03-01-16	03-01-16
4 character models made				03-16-16	03-16-16
Maze Sketch complete				03-06-16	03-06-16
Platformer Sketch compl...				03-13-16	03-13-16
Programming					
Testing				03-28-16	04-29-16
Write unit tests wheneve...		Victor Chu, …			
Bi-Weekly code peer revi...		Victor Chu, …			
Alpha test -- minimum fu...		Victor Chu, …		03-28-16	04-01-16
Beta test -- full functiona...		Victor Chu, …		04-18-16	04-22-16
Final bug check		Victor Chu, …		04-25-16	04-29-16
In Progress				03-10-16	04-01-16
Enemy AI		Maxwell R …		03-10-16	03-25-16
Elevator randomly gener...		Victor Chu, …		03-16-16	03-25-16
Pathing algorithm - Vect...		Victor Chu, …		03-16-16	03-25-16
Import models (maze & p...		Victor Chu, …		03-21-16	03-25-16
Apply textures (maze & …		Victor Chu, …		03-21-16	03-25-16
Puzzle Challenges/Comb...		Donovan Br...		03-28-16	04-01-16
Apply animations		Maxwell R …		03-28-16	04-01-16
Doing				03-04-16	03-25-16
Base Assets (Platformer …		Victor Chu, …		03-04-16	03-18-16
Collision boxes/detection...		Victor Chu, …		03-04-16	03-18-16
Base Assets (Maze Scen...		Victor Chu, …		03-06-16	03-25-16
Collision boxes/detection...		Donovan Br...		03-06-16	03-25-16
Done					
Approved				03-04-16	03-18-16
Health System		Maxwell R …		03-04-16	03-18-16
Math Challenges/Comba...		Maxwell R …		03-04-16	03-18-16

project: Business/Writing, Game Design Document, Level Design & Graphic Design, Milestones, Programming

■ Activity   ✔ Due date

last update: