[University of the Pacific]

	Project Start Date Project Lead				/ Week	1		Week 1 Week 2 Week 3 Week 4 Week 5 Week 6 Week 7 Week 8 8 Mar 2021 15 Mar 2021 22 Mar 2021 29 Mar 2021 5 Apr 2021 12 Apr 2021 19 Apr 2021 19 Apr 2021 26 Apr 2021 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 1 2 20 20 20 20 20 20
WBS	TASK	LEAD	START	END	DAYS	% DONE	WORK DAYS	M T W T F S S M T W T T F S S M T W T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T F S S M T W T T T T T T T T T T T T T T T T T
1	Starting the Project			-			-	
1.1	Starting	[Name]	Sun 3/07/21	Tue 3/09/21	3	100%	2	
1.2	Main Character Assets		Mon 3/08/21	Wed 3/10/21	3	100%	3	
1.3	Player Movement		Mon 3/08/21	Sun 3/14/21	7	100%	5	
1.4	Player Attack Animation		Thu 4/08/21	Mon 4/12/21	2	0%	2	
2	Random Map Gener	ration		-			-	
2.1	Map Design		Sat 3/20/21	Tue 3/23/21	4	100%	2	
2.2	Map Coding		Sat 3/20/21	Wed 4/07/21	1	95%	13	
2.3							-	
2.4							-	
2.5							-	
3	Enemy Interaction						-	
3.1	Designate Types		Thu 4/08/21	Tue 4/13/21	3	50%	4	
3.2	Enemy Code		Thu 4/08/21	Thu 4/15/21			6	
3.3							-	
3.4							-	
3.5							-	
4	Screens						-	
4.1	Main Screen		Thu 4/15/21	Sat 4/17/21			2	
4.2	Pause Function		Fri 4/16/21	Sun 4/18/21			1	
4.3	Game Over Screen		Sat 4/17/21	Mon 4/19/21			1	
4.4							-	
4.5							-	
							-	
5	User Interface						-	
5.1	Health		Fri 4/09/21	Mon 4/12/21			2	
5.2	Money		Sat 4/10/21	Tue 4/13/21			2	
5.3	Inventory?		Mon 4/12/21	Sun 4/18/21			5	
5.4							-	
5.5							-	
							-	
							-	