[University of the Pacific]

	Project Start Date Project Lead		21 (Sunday) than Lo	Display	1		Week 1 8 Mar 2021	Week 2 15 Mar 2021	24	Week 3 22 Mar 2021	Week 4 29 Mar 2021 28 29 30 31 1 2 3 4	Week 5 5 Apr 2021	Week 6 12 Apr 2021	Week 7 19 Apr 2021	Week 8 26 Apr 2021	
WBS	TASK	LEAD	START	END	DAYS	% DONE	WORK DAYS									S M T W T F S S
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		Sat 3/20/21	Mon 3/22/21	2	0%	2									
2	Random Map Gener	ation		-			-									
2.1	Map Design		Sat 3/20/21	Tue 3/23/21	4	2%	2									
2.2	Map Coding		Sat 3/20/21	Fri 3/26/21	7	0%	5									
2.3							-									
2.4							-									
2.5							-									
3	3 Enemy Interaction						-									
3.1	Designate Types		Thu 3/25/21	Sat 3/27/21	3	0%	2									
3.2							-									
3.3							-									
3.4							-									
3.5							-									
4	Screens						-									
4.1	Main Screen		Mon 3/29/21	Wed 3/31/21			3									
4.2							-									
4.3							-									
4.4							-									
4.5							-									
							-									
							-									