

	Name	Duration	Start	Finish	Predecessors	Resources	February 2015						
								1	4	7	10	13	16	19
1		Implementation begin documentation	0.5d	09/03/2015	09/03/2015									
2		Create basic site, with WebGL canvas	2d	09/03/2015	11/03/2015									
3		Convert manoeuvres into JSON instructions	1w	11/03/2015	20/03/2015	2								
4		Add functionality to draw using instructions	5d	20/03/2015	27/03/2015	2,3								
5		Test manoeuvres are drawn correctly	0.5d	27/03/2015	27/03/2015	4								
6		Allow manoeuvres to link up	2d	27/03/2015	31/03/2015	5								
7		Test manoeuvres link seamlessly	0.5d	31/03/2015	01/04/2015	6								
8		Add animation to fly paths	2d	01/04/2015	03/04/2015	7								
9		Test pause and play functions	0.5d	03/04/2015	03/04/2015	8								
10		Add cameras, lighting and ground	3d	03/04/2015	08/04/2015	9								
11		Save/ load function	2d	08/04/2015	10/04/2015	10								
12		Test loading and saving works correctly	0.5d	10/04/2015	13/04/2015	11								
13		Validation of manoeuvres	4d	13/04/2015	17/04/2015	12								
14		Test with valid and invalid sets of manoeuvres	0.5d	17/04/2015	17/04/2015	13								
15		Physics options	3d	17/04/2015	22/04/2015	14								
16		Test under different physics	0.5d	22/04/2015	23/04/2015	15								
17		Movie-reel showing progress of flight	2d	23/04/2015	27/04/2015	16								
18		Test movie reel matches animation	0.5d	27/04/2015	27/04/2015	17								
19		Mobile compatibility and GUI adjustments	4d	27/04/2015	01/05/2015	18								
20		Check mobile works, and GUI is to a good standard	0.5d	01/05/2015	04/05/2015	19								
21		Testing and implementation documentation	1w	10/04/2015	21/04/2015	11								

