



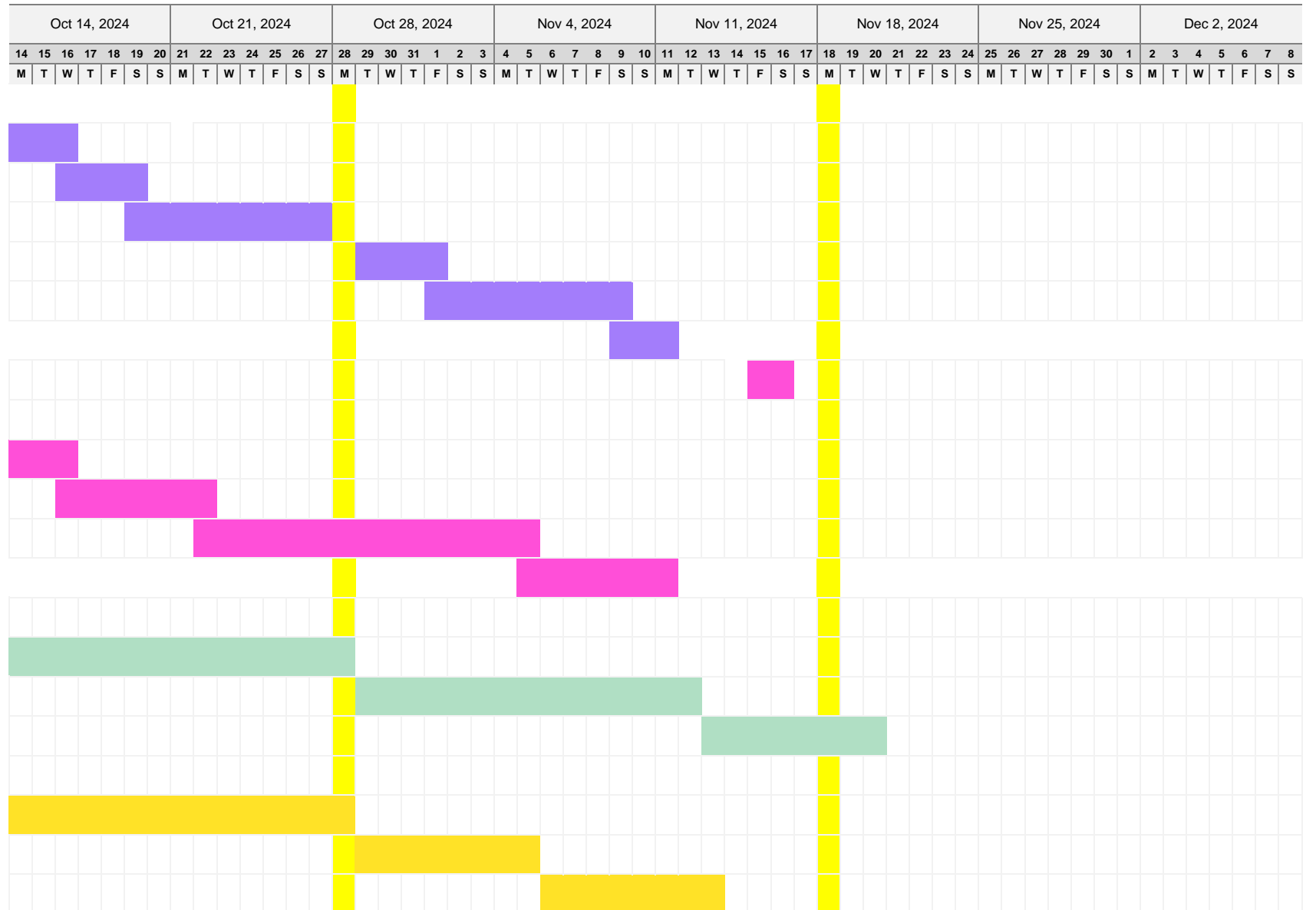
SIMPLE GANTT CHART by Vertex42.com

<https://www.vertex42.com/ExcelTemplates/simple-gantt-chart.html>

Task	Assigned to	Progress	Start	End
Level Design				
Research Level Design	Quinn	0%	10/14/24	10/16/24
create layout templates	Quinn	0%	10/16/24	10/19/24
Create/test Tutorial	Quinn	0%	10/19/24	10/27/24
Research Procedural Level	Quinn	0%	10/29/24	11/1/24
Design procedural level 1	Quinn	0%	11/1/24	11/9/24
integrate enemy/item placement	Quinn	0%	11/9/24	11/14/24
Balance difficulty for deeper	Quinn	0%	11/14/24	11/16/24
Music				
Research music and gather	Quinn	0%	10/14/24	10/16/24
create main/menu theme	Quinn	0%	10/16/24	10/22/24
level boss death/victory :sfx	Quinn	0%	10/22/24	11/5/24
other sfx add to game	Quinn	0%	11/5/24	11/12/24
QA/Loot				
Create QA plan/brush up	Jake	0%	10/14/24	10/28/24
create loot intractables	Jake	0%	10/29/24	11/12/24
link player interaction/inventory	Jake	0%	11/13/24	11/20/24
Character				
Create functional character	Tyler Timothy	0%	10/14/24	10/28/24
Incorporate character voice	Tyler Timothy	0%	10/29/24	11/5/24
character/loot mechanics	Tyler Timothy	0%	11/6/24	11/13/24

Project start: Mon, 10/14/2024

Display week: 1



TASK	ASSIGNED TO	PROGRESS	START	END
Enemy AI				
Learn AI Tree/ create Ps Takun		0%	10/14/24	10/21/24
create Melee AI	Takun	0%	10/21/24	10/28/24
Create Ranged AI	Takun	0%	10/29/24	11/5/24
Create Mage AI	Takun	0%	11/6/24	11/13/24
Create enemy animation Takun		0%	11/14/24	11/21/24
Test	Takun	0%	11/22/24	11/27/24
Assest				
Create item/character m Tyler Porter		0%	10/14/24	10/28/24
add animation for player Tyler Porter		0%	10/29/24	11/5/24
create widgets for player Tyler Porter		0%	11/6/24	11/13/24
create enemy animation Tyler Porter		0%	11/14/24	11/21/24

