Planning Phase

Start: 23/01/17 ID: 1

Finish: 06/02/17 Dur: 11 days

Comp: 0%

Belbin Self-Perception

Start: Mon 23/01/17 ID: 2

Finish: Mon 23/01/17 Dur: 1 day

Res: Chris Youd, Chris Pryor, Ben Tower

Concept Map

Start: Mon 23/01/17 ID: 3

Finish: Tue 31/01/17 Dur: 7 days

Res: Ben Towers

Activity Network & Critical Path

Start: Tue 31/01/17 ID: 4

Finish: Mon 06/02/17 Dur: 5 days

Res: Chris Youd

Risk Analysis

Start: Tue 31/01/17 ID: 5

Finish: Mon 06/02/17 Dur: 5 days

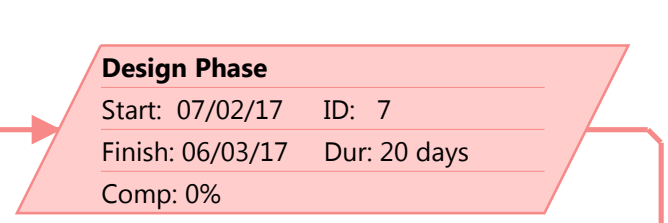
Res: Andrew Abraham

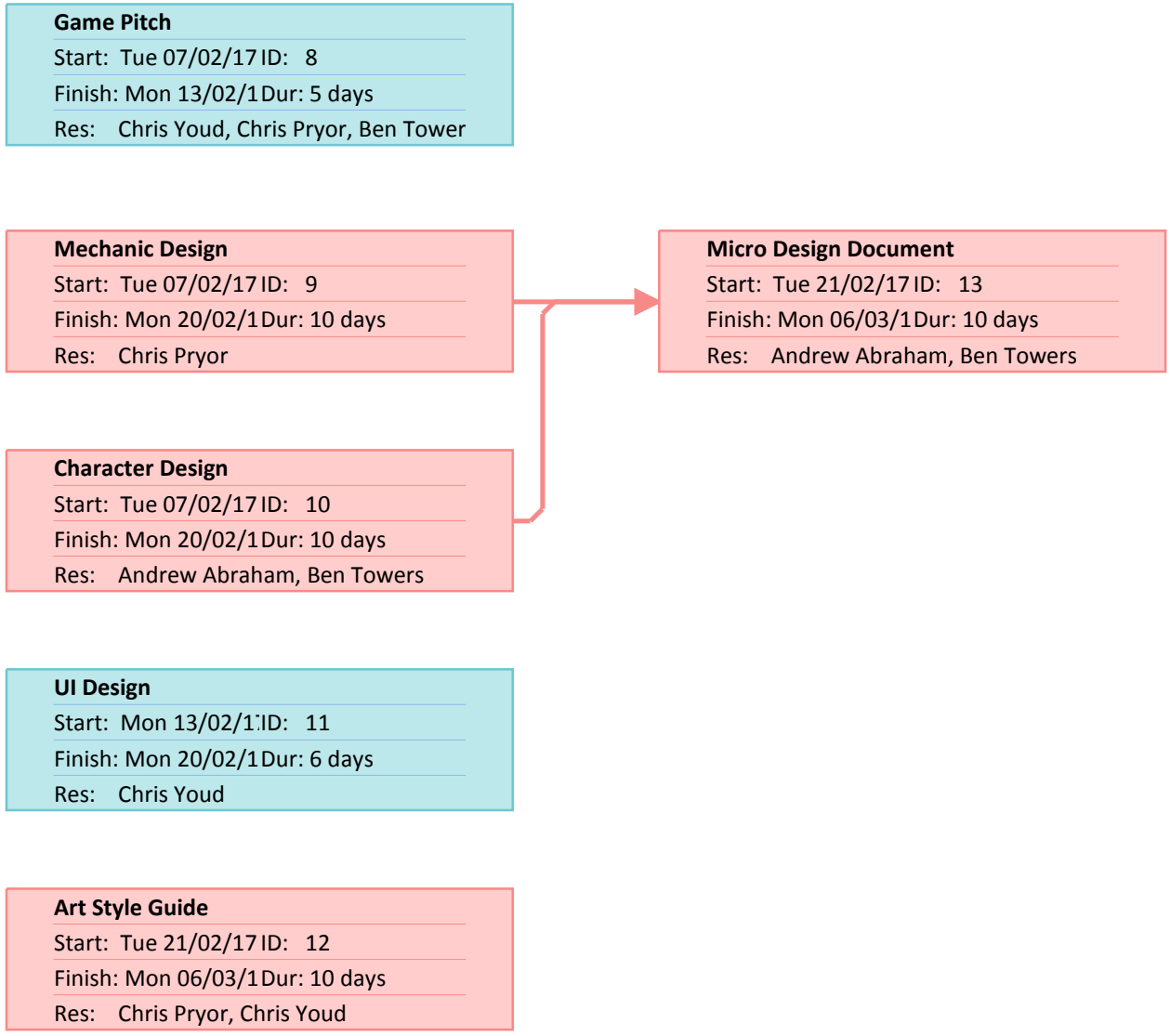
Gantt Chart

Start: Tue 31/01/17 ID: 6

Finish: Mon 06/02/17 Dur: 5 days

Res: Chris Pryor


Design Phase
Start: 07/02/17 ID: 7
Finish: 06/03/17 Dur: 20 days
Comp: 0%


Game Pitch
Start: Tue 07/02/17 ID: 8
Finish: Mon 13/02/1 Dur: 5 days
Res: Chris Youd, Chris Pryor, Ben Tower
Mechanic Design
Start: Tue 07/02/17 ID: 9
Finish: Mon 20/02/1 Dur: 10 days
Res: Chris Pryor
Micro Design Document
Start: Tue 21/02/17 ID: 13
Finish: Mon 06/03/1 Dur: 10 days
Res: Andrew Abraham, Ben Towers
Character Design
Start: Tue 07/02/17 ID: 10
Finish: Mon 20/02/1 Dur: 10 days
Res: Andrew Abraham, Ben Towers
UI Design
Start: Mon 13/02/1 ID: 11
Finish: Mon 20/02/1 Dur: 6 days
Res: Chris Youd
Art Style Guide
Start: Tue 21/02/17 ID: 12
Finish: Mon 06/03/1 Dur: 10 days
Res: Chris Pryor, Chris Youd

Implementation Phase

Start: 07/03/17 ID: 14

Finish: 17/04/17 Dur: 30 days

Comp: 0%

Asset Creation

Start: Tue 07/03/17 ID: 15

Finish: Mon 10/04/1 Dur: 25 days

Res: Andrew Abraham, Ben Towers

Scripting

Start: Tue 07/03/17 ID: 16

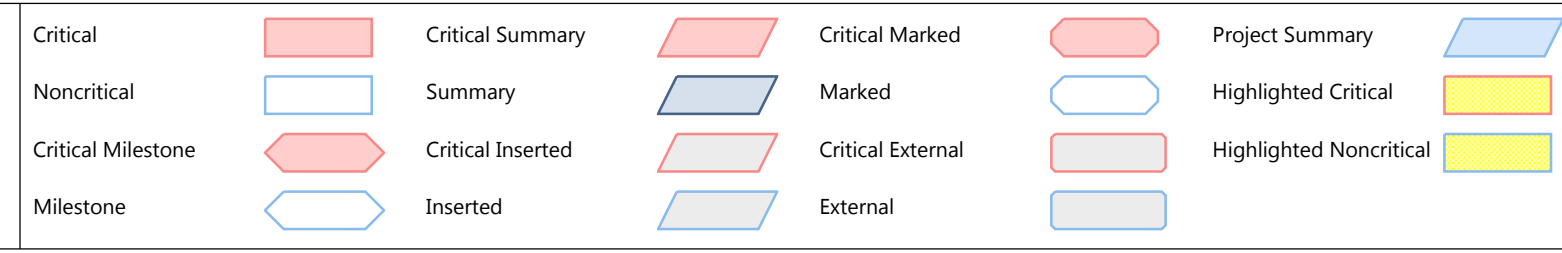
Finish: Mon 10/04/1 Dur: 25 days

Res: Chris Pryor, Chris Youd

Prototype

Start: Tue 07/03/17 ID: 17

Finish: Mon 17/04/1 Dur: 30 days

Res: Andrew Abraham, Ben Towers, Chi

Project: ESS Gantt Chart
Date: Mon 20/02/17