Gantt Chart

TASKS		Feb 16	Feb 23	Mar 2	Mar 9	Mar 16	Mar 18 Demo 1	Mar 23	Mar 30	Apr 6	Apr 13	Apr 15 Final Demo
Update Base Code-Brandon												
Architecture Docs-Brandon												
Player Basics- Jeff	Crit.											
Al Basics- Daniel												
Movement/Gravity-												
Jeff/Michael												
First Level Basics-												
Dan/Enoch												
Viewport- Michael												
Projectiles/Collisions- Jeff				Crit.								
Sound- Enoch												
Platforms- Brandon					Crit.							
Game Objective- Michael/Jeff						Crit.						
Music- Enoch												
Extra Level(s)- Dan/Enoch												
Extra Enemies- Dan												
Difficulty Levels- Jeff												
Character Sprites- Brandon												
Power-ups - Michael												
Game Menu/Loop - Brandon							Crit.					
Final Testing- All											Crit.	