	February	March	April	May	June	July	August	September	October	November	Decemeber
Finalize design											
Main menu module		1st half									
Custom generated content		Last half									
Start/Load Games		Last half									
Player Control			1st half								
Al Behaviour			1st half								
Random generation and environments			Last half								
Combat module											DEADLINE
Travel module											
Rest module											
Test phase 1											
Final combat, endgame module								1st half			
Combine all modules, test phase 2											
Implement networking (optional)											
Test phase 3 (if networking)											