## **GANTT CHART**

PROJECT	Project #4	TEAM NAI	ME	Py Five					
PROJECT TITLE	Gallaga Clone	VERSION	DATE	12/2/18					

TASK TITLE DURATION	PROJECT ONE															PI	PROJECT TWO														
		WEEK 1			WEEK 2			WEEK 3			WEEK 4				W	EEK 5			WEEK 6				WEEK	7	_		WEEK 8			WEEK 9	
		7 8 9	9 10 11	12 13 1	14 15 1	6 17 18	19 20	21 22	2 23 24	25 26	27 28	29 30	0 31 1	2 3	4 !	5 6	7 8	9 10	11 12	13 14	1 15 1	6 17 1	8 19	20 21	22 23	24 25	26 2	7 28 2	9 30 1	2 3	3 4 5
Project Definition and Planning																															
Product Backlog	3																														
Sprint Backlog	3																														
State Diagram	3																														
Jse Case Diagram	3					*****																									
Class Diagram	3																														
Gantt Chart Generation	4																														
Project Prototype Generation																															
Game Engine Selection	5																														
Game Engine Setup/Experimentation	4																														
Define Actor Base Class	2																							····							
Define Game Actors	2																														
Define Game Constants	2																														
Define Game Class	4																														
Define Main	2																														
Project Prototype Finalization																															
Debugging	6																										$\neg$				
Chart Updates	2																														
Code Documentation Generation	1																														
Write Up	1																														
Project Performance / Monitoring																															
Project Planning	4																														
Resolve Protoype Bugs	3																														
Compose Code Tests	7																														
Project Enhancement		L								·															······			i			
Add Game Screens	3																														
Add Random Enemy Movement	3																														
Add Enemy Groups	3																								·						
Add Health Functionality	4																														
Add Health Powerup	3																														
Added Score Functionality	4																														
Add Sound Effects	4																														
Add Enemy Attack	6																														
Add Levels	3																														
Project Finalization		·i												-												-ii					
Debugging	9																														
Chart Updates	6																														
Code Documentation Generation	4																														
Write Up	5																														