				Jan 1					Jan 6							Jan 13						
Task	Time	Predecessor		W	Th	F	Sa	Su	М	Т	W	Th	F	Sa	Su	М	Т	W	Th	F	Sa	Su
Start	0	-																				
Robotic control module	5	-	Α																			
Texture library	5	С	В																			
Texture editor	4	-	С																			
Charactor editor	6	A,G,I	D																			
Charactor animator	7	D	E																			
Artifical intelligence (for zombies)	7	-	F																			
Rendering engine	6	-	G																			
Humanoid base classes	3	-	Н																			
Character classes	3	Н	I																			
Zombie clases	3	Н	J																			
Test enviornment	5	L	K																			
Test enviornment editor	6	C,G	L																			
Character library	9	B,E,I	M																			
Zombie library	15	B,J,O	N																			
Zombie editor	5	A,G,J	0																			
Zombie animator	6	0	Р																			
Character testing	4	K,M	Q																			
Zombie testing	4	K,N	R																			

Jan 20							Jan 27							Feb 3							Feb 10							Feb 17						
M	Т	W	Th	F	Sa	Su		Т	W	Th	F	Sa	Su		Т	W	Th	F	Sa	Su		Т	W	Th	F	Sa	Su		Т	W	Th	F	Sa	Su