**김홍일 - 클라이언트/서버**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **11주차** | **12주차** | **13주차** | **14주차** | **15주차** | **16주차** | **17주차** | **18주차** | **19주차** | **20주차** |
| 프레임워크 |  |  |  |  |  |  |  |  |  |  |
| 서버 |  |  |  |  |  |  |  |  |  |  |
| 지형 |  |  |  |  |  |  |  |  |  |  |
| 파티클 |  |  |  |  |  |  |  |  |  |  |
| 대기방 |  |  |  |  |  |  |  |  |  |  |
| UI |  |  |  |  |  |  |  |  |  |  |

**양태윤 - 클라이언트/기획**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **11주차** | **12주차** | **13주차** | **14주차** | **15주차** | **16주차** | **17주차** | **18주차** | **19주차** | **20주차** |
| 셰이더 |  |  |  |  |  |  |  |  |  |  |
| 맵툴 |  |  |  |  |  |  |  |  |  |  |
| 물리 |  |  |  |  |  |  |  |  |  |  |
| 캐릭터 |  |  |  |  |  |  |  |  |  |  |
| 몬스터 |  |  |  |  |  |  |  |  |  |  |
| 무기 |  |  |  |  |  |  |  |  |  |  |

**조소연 - 그래픽**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **11주차** | **12주차** | **13주차** | **14주차** | **15주차** | **16주차** | **17주차** | **18주차** | **19주차** | **20주차** |
| 캐릭터 |  |  |  |  |  |  |  |  |  |  |
| 몬스터 |  |  |  |  |  |  |  |  |  |  |
| 맵핑 |  |  |  |  |  |  |  |  |  |  |
| UI |  |  |  |  |  |  |  |  |  |  |
| 애니메이션 |  |  |  |  |  |  |  |  |  |  |