Milestone 3 - Gantt Chart

				Week 4					Week 5					Week 6					Week 7					Week 8					Week 9					Week 10			
	Persons assigned		Dependency	M	T	W	T	F	M	T	W	T	F	M	T	W	T	F	M	T	W	T	F	M	T	W	T	F	M	T	W	T	F	M	T	W	T	F
1		Requirements Analysis																																				
1.1	ALL	Brainstorm Epic Stories																																				
1.2	ALL	Brainstorm User Stories	1.1																																				
1.3	ALL	Generate Acceptance Criteria	1.1, 1.2																																				
1.4	ALL	Formulate Story Points	1.1, 1.2																																				
2		Assumptions																																				
2.1	ALL	Make initial assumptions																																				
2.2	ALL	Update assumptions as the project is implemented																																				
3		Domain Model and UML Diagram																																				
3.1	ALL	Identify Classes and Objects																																				
3.2	ALL	Draw relationships between classes and objects	3.1																																				
3.3	ALL	Model Diagram	3.2																																				
4		Project Management																																				
4.1	Jason	Create Gantt Chart Template																																				
4.2	ALL	Timeline Milestones 1 and 2	4.1																																				
4.3	ALL	Create minutes for all meetings																																				
5		Testing																																				
5.1	ALL	Create unit tests for each class and their methods																																				
5.2	ALL	Create small scale integration tests for groups of classes	5.1																																				
5.3	ALL	Create large scale integration tests for the system	5.1 - 5.2																																				
6		Battle Mechanics																																				
6.1	Damon/Jay	Create enemy type Slug																																				
6.2	Damon/Jay	Create enemy type Zombie																																				
6.3	Damon/Jay	Create enemy type Vampire																																				
6.4	Damon/Jay	Implement enemy movement	6.1 - 6.3																																				
6.5	Damon/Jay	Implement combat against multiple enemies	6.1 - 6.3																																				
7		Game Mechanics - Statistics																																				
7.1	Jason/Jess	Implement interface to view player statistics																																				
7.2	Jason/Jess	Implement interface to view enemy descriptions	6.1 - 6.3																																				
7.3	Jason/Jess	Implement interface to view allied soldier descriptions	10.1																																				
8		User interface design																																				
8.1	Jason/Jess	Implement the main menu screen for Loop hero																																				
8.2	Jason/Jess	Implement a panel for information about how to play the game.	8.1																																				
8.3	Jason/Jess	Create the main gameplay screen UI																																				
8.4	Jason/Jess	Create animation for the character moving along the path	8.3																																				
8.5	Jason/Jess	Create animation for the enemies moving along the path	8.3																																				
8.6	Jason/Jess	Create the shop UI																																				
8.7	Jason/Jess	Implement a screen for the pause screen	8.3																																				
8.8	Jason/Jess	Implement placement of friendly buildings onto world	8.3																																				
8.9	Jason/Jess	Implement placement of enemy buildings onto world	8.3																																				
8.1	Jason/Jess	Implement placement of items from inventory to the character	8.3																																				
8.11	Jason/Jess	Implement animation for battle encounters	8.3																																				
8.12	Jason/Jess	Implement animation for when the character loses or gains health	8.3																																				
8.13	Jason/Jess	Implement battle radius for each enemy type	8.3																																				
8.14	Jason/Jess	Implement goal indicators for when the character has achieved a goal	8.3																																				
8.15	Jason/Jess	Implement descriptions for each card and item when the human player hovers over the attribute	8.3																																				
8.16	Jason/Jess	Implement screens for game over and game success statuses	8.3																																				
9		Buildings																																				
9.1	Damon/Jason	Create seperate building classes																																				
9.2	Damon/Jason	Program building methods	9.1																																				
10		Character Support																																				
10.1	Jason/Jess	Create the allied soldier entity																																				
11		Inventory - Equipping and Using Items																																				
11.1	Jay/Jess	Create defensive items																																				
11.2	Jay/Jess	Create weapons																																				
11.3	Jay/Jess	Create and implement use of consumables																																				
12		Game Stability																																				
12.1	ALL	Implement ability to win and complete game objectives	13.2																																				
12.2	ALL	Implement attacking and killing enemies	6.1 - 6.3																																				
12.3	ALL	Implement the spawning of enemies	6.1 - 6.3, 9.1																																				
12.4	ALL	Create multitude of different scenarios to assess stability	13.1 - 13.2																																				
13		Game Mechanics: Game Modes																																				
13.1	Jason/Damon	Implement the ability to select game modes																																				
13.2	Jason/Damon	Implement the standard game mode																																				
13.3	Jason/Damon	Implement the survival game mode	6.1 - 6.2																																				
13.4	Jason/Damon	Implement the berserker game mode	6.1 - 6.2																																				
14		Game Mechanics: Economy																																				
14.1	Jason/Damon	Create the player's economy (ability to purchase and sell using gold)																																				
15		Inventory - Management																																				
15.1	Jess	Implement the destruction of cards	9.1																																				
15.2	Jess	Implement the removal of items	11.1 - 11.3																																				
15.3	Jess	Implement the ability to drag and drop items	9.1, 11.1 - 11.3																																				
15.4	Damon	Implement interface to view item descriptions	11.1 - 11.3																																				
15.5	Jason	Implement interface to view card descriptions	9.1																																				

Milestone 1 Due on Friday

Milestone 2 Due on Monday

Milestone 3 Due on Monday

ID	Assignee	Task	Dependencies
16		**Menu**	
16.1	Jason	Program Shop Menu	
16.2	Jason	Program Main Menu	
17		**Character Classes**	
17.1	Jason	Implement Hunter Class	
17.2	Jason	Implement Knight Class	
17.3	Jason	Implement Swordsman Class	
17.4	Damon	Implement frontend selector for classes	17.1, 17.2, 17.3
18		**Rare Items**	
18.1	Jess	Implement Anduril, Flame of the West	
18.2	Jess	Tree Stump	
19		**Bosses**	
19.1	Jess	Doggie	
19.2	Jess	Elan Muske	
20		**Items - DoggieCoin**	
20.1	Jess	Implement DoggieCoin	
20.2	Damon	Implement frontend for DoggieCoin (Selling to shop, item image)	
21		**Game Modes**	
21.1	Damon	Implement Survival Mode	
21.2	Damon	Implement Beserker Mode	
21.3	Damon	Implement Confusing Mode	
21.4	Damon	Implement varying shop menus for game modes	20.1, 20.2, 20.3
21.5	Damon	Implement game mode selection	20.1, 20.2, 20.3
22		**Music**	
22.1	Jay	Implement shop music	
22.2	Jay	Implement main game music	
22.3	Jay	Implement main menu music	
22.4	Jay	Implement sound effects for battles, items, buildings, and shop purchases	
22.5	Jay	Implement game over and won music	
23		**Frontend Update**	
23.1	Damon	Create updated Game World interface	
23.2	Damon	Create updated Shop World interface	
23.3	Damon	Create updated game mode descriptions	21.1, 21.2, 21.3
23.4	Jason	Building and Card sprites	
23.5	Jason	Item Sprites	20.2
23.6	Jason	Entity Sprites	
23.7	Damon	Menu Backgrounds	
24		**Entity Degredation**	
24.1	Jason	Item Degredation	11, 20
24.2	Jason	Building Degredation	9