| Section | Duration (weeks) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Meet Team / Initial Ideas | 1 | ■ | | | | | | | | | | |
| Specification | 1 | | ■ | | | | | | | | | |
| Design | 1 | | | ■ | | | | | | | | |
| Game Logic & Controls | 2 | | | ■ | ■ | | | | | | | |
| Test Classes | 1 | | | | ■ | ■ | | | | | | |
| Spawning Enemies | 2 | | | | | | ■ | ■ | | | | |
| Background / Menu Design | 1 | | | | | | | ■ | | | | |
| Graphics | 1 | | | | | | | | ■ | | | |
| Networking | 3 | | | | | | | | ▨ | ■ | ■ | |
| Document Report | 3 | | | | | | | | | ▨ | ■ | ■ |
| Fix Bugs / Tidy Code | 1 | | | | | | | | | | | ■ |