








	Name	Duration	Start	Finish	Predecessors	Resources	Februa
								1
1		[-] Specifications	22.57d	09/04/2013	10/06/2013			
2		[+] Normalize to C 11	2d	09/04/2013	12/04/2013	22		
5		[+] User-SSWE Interactions	2d	30/04/2013	06/05/2013	21		
8		[+] Graphics Core	16.57d	30/04/2013	10/06/2013			
21		[-] Formations	12d	11/03/2013	30/04/2013			
22		Learn C 11	4d	11/03/2013	04/04/2013		Julien Moreau-Mathis,Ar	
23		Learn Irrlicht	4d	05/04/2013	15/04/2013	22	Arthur Caron,Etienne Rc	
24		Learn existed code	4d	18/04/2013	30/04/2013	23	Arthur Caron,Etienne Rc	
25		[-] Development	26d	15/04/2013	19/06/2013			
26		[+] Normalize to C 11	4d	15/04/2013	29/04/2013	2,22		
29		[+] User-SSWE Interactions	5d	06/05/2013	16/05/2013	5,21		
31		[+] Graphics Core	20d	06/05/2013	19/06/2013			
32		[+] Water Surfaces	17d	06/05/2013	14/06/2013	9		
35		[+] Volume Lights	5d	27/05/2013	05/06/2013	14,29		
38		[+] Rendering Features	20d	06/05/2013	19/06/2013	15		
43		[+] Animators	4d	10/06/2013	18/06/2013	18		
46		[-] Testing	4d	19/06/2013	02/07/2013	25		
47		Set up unit tests in VS2012	2d	19/06/2013	24/06/2013		Julien Moreau-Mathis	
48		Test SSWECore	1d	24/06/2013	26/06/2013	47	Julien Moreau-Mathis	
49		Test SSWERenders	1d	26/06/2013	02/07/2013	48	Julien Moreau-Mathis	



