Task	Start	End
UML Diagram (Everyone)	17 Oct	21 Oct
Design Patterns (Everyone)	19 Oct	22 Oct
Write Assumptions (Everyone)	20 Oct	26 Oct
Building Entities (Alex)	24 Oct	29 Oct
Collectable Entities (Jayden)	24 Oct	29 Oct
Static Entities (Henry)	24 Oct	29 Oct
Moving Entities (Oliver)	24 Oct	29 Oct
Testing and Coverage (Everyone)	24 Oct	1 Nov
Goals (Alex)	27 Oct	1 Nov
State Pattern (Jayden)	27 Oct	1 Nov
Strategy Pattern (Henry)	28 Oct	1 Nov
Observer Pattern (Oliver)	28 Oct	1 Nov
Persistance (Henry)	28 Oct	1 Nov
Bug Fixing (Everyone)	28 Oct	1 Nov
Bosses (Jayden, Oliver)	8 Nov	13 Nov
Swamp Tile (Oliver)	11 Nov	14 Nov
Djikstra's Algorithm (Henry)	10 Nov	14 Nov
Sunstone (Alex)	8 Nov	13 Nov
Anduril (Jayden)	8 Nov	13 Nov
Sceptre (Alex, Jayden)	8 Nov	13 Nov
Midnight Armour (Alex, Jayden)	8 Nov	13 Nov
UML Diagram (Everyone)	8 Nov	15 Nov
Update Assumptions (Everyone)	8 Nov	15 Nov
Fix Milestone 2 (Everyone)	8 Nov	14 Nov
Testing and Coverage (Everyone)	8 Nov	14 Nov

	17 Oct	18 Oct	19 Oct	20 Oct	21 Oct	22 Oct	23 Oct	24 Oct	25 Oct	26 Oct	27 Oct	28 Oct	29 Oct	30 Oct	31 Oct	1 Nov	2 Nov	3 Nov	4 Nov	5 Nov	6 Nov	7 Nov	8 Nov	9 Nov	10 Nov	11 Nov	12 Nov	13 Nov	14 Nov	15 Nov
	Sun	Mon	Tues	Wed	Thurs	Fri	Sat	Sun	Mon	Tues	Wed	Thurs	Fri	Sat	Sun	Mon	Tues	Wed	Thurs	Fri	Sat	Sun	Mon	Tues	Wed	Thurs	Fri	Sat	Sun	Mon
																M2 DUE														M3 DUE