Dionald Liday (Graphics)

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| --- | --- | --- | --- |
| UI Main Menu | 1 week | 1 month |  |
| UI Log In |  |
| UI Profile |  |
| UI Weapon Upgrade | 1 week |  |
| UI Character Upgrade |  |
| UI Character Selection |  |
| UI Game Play | 2 weeks |  |
| UI Create Room | 2 weeks | 1 month |  |
| UI Ranking Chart |  |
| UI Chat | 1 week |  |
| UI Dash Board |  |
| UI Room Chart | 1 week |  |
| Splash Screen |  |
| Tutorial | 1 week | 1 month |  |
| Versus Cinematic | 1 week |  |
| Lose/Win Cinematic |  |
| Awarding Cinematic |  |
| Animation 7 | 1 week |  |
| Animation 8 |  |
| Animation 9 |  |
| Animation 10 | 1 week |  |
| Animation 11 |  |
| Animation 12 |  |
| Background 2 | 2 weeks | 2 weeks |  |

John Carlo Cantiga (Graphics)

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| Character Modelling | 1 week | 1 month |  |
| Character Modelling | 1 week |  |
| Rigging | 1 week |  |
| Rigging | 1 week |  |
| Animation 1 | 1 week | 1 month |  |
| Animation 2 |  |
| Animation 3 |  |
| Animation 4 | 1 week |  |
| Animation 5 |  |
| Animation 6 |  |
| Background 1 | 2 weeks |  |
| Background 3 | 2 weeks | 1 month |  |
| Background 4 | 2 weeks |  |
| Weapon 1 | 1 week | 2 weeks |  |
| Weapon 2 |  |
| Weapon 3 |  |
| Weapon 4 | 1 week |  |
| Weapon 5 |  |
| Weapon 6 |  |

Jexter Bacus (Coding)

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| Intro | 1 week | 1 month |  |
| Splash Screen |  |
| UI Log In |  |
| UI Main Menu |  |
| UI Profile | 1 week |  |
| UI Weapon Upgrade | 1 week |  |
| UI Character Upgrade |  |
| UI Character Selection |  |
| UI Chat | 1 week |  |
| UI Dash Board |  |
| UI Game Play | 2 weeks | 1 month |  |
| UI Create Room | 1 week |  |
| UI Ranking Chart |  |
| Tutorial | 1 week |  |
| Versus Cinematic |  |
| Lose/Win Cinematic |  |
| Awarding Cinematic |  |
| Networking | 1 ½ month | 1 ½ month |  |