	start	end	0h	0%	Oct '21	Nov '21
					14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
UNSW Brioche	start	end	0h	0%		
Milestone 1	15/10/21	18/10/21	0h	0%		
Initial Planning for Milestone 1 Tasks	15/10	15/10	0	0%	Carel Greyling, David Liu, Ethan Marlow, Justin Gonzaga, Mathieu Paturel	
UML Diagram & Assumptions	15/10	16/10	0	0%	Carel Greyling, David Liu, Justin Gonzaga	
Formal Planning for Milestone 1 & Mi...	17/10	18/10	0	0%	Ethan Marlow, Mathieu Paturel	
Milestone 1 Completion	18/10	18/10	0	0%		
Milestone 2	17/10/21	01/11/21	0h	0%		
Top Level Classes/Methods	17/10/21	18/10/21	0h	0%		
DunegeonManiaController	17/10	18/10	0	0%	Mathieu Paturel	
Dungeon	17/10	18/10	0	0%	Mathieu Paturel	
Cell	17/10	18/10	0	0%	Mathieu Paturel	
Entity	17/10	18/10	0	0%	Mathieu Paturel	
Tick Method	17/10	18/10	0	0%	Mathieu Paturel	
Basic Entity Types with Shared D...	19/10/21	28/10/21	0h	0%		
DungeonMap	19/10	20/10	0	0%	Carel Greyling, Mathieu Paturel	
All Basic Collectables (excl Potions,...	19/10	24/10	0	0%	Ethan Marlow	
Mercenaries	19/10	24/10	0	0%	Carel Greyling	
Goals	19/10	28/10	0	0%	Justin Gonzaga	
Spiders	19/10	24/10	0	0%	David Liu	
Zombies	19/10	24/10	0	0%	Mathieu Paturel	
Attack Strategies	19/10	24/10	0	0%	Mathieu Paturel	
Movement Strategies	19/10	24/10	0	0%	Carel Greyling	
Entity Tests/Implementation	19/10/21	29/10/21	0h	0%		
Wall	19/10	25/10	0	0%	Mathieu Paturel	
Door	23/10	28/10	0	0%	David Liu	
Zombie Toast Spawner	22/10	28/10	0	0%	Mathieu Paturel	
Portal	19/10	28/10	0	0%	Justin Gonzaga	
Boulder	19/10	24/10	0	0%	David Liu	
Exit	19/10	28/10	0	0%	Mathieu Paturel	
Buildable Entities	19/10	28/10	0	0%	David Liu	
Potions	19/10	28/10	0	0%	Carel Greyling	
The One Ring	19/10	28/10	0	0%	Ethan Marlow	
Bomb	19/10	28/10	0	0%	Ethan Marlow	
Implementation of Entities Done	29/10	29/10	0	0%		
Milestone 2 Completion	29/10	29/10	0	0%		
Reviewing & Improving Code	30/10	01/11	0	0%		
Milestone 1 + 2 Submission	01/11	01/11	0	0%		
Milestone 3	05/11/21	15/11/21	0h	0%		
Initial Planning for Milestone 3 T...	05/11/21	05/11/21	0h	0%		
Discussing Spec & Assigning Tasks	05/11	05/11	0	0%		Carel Greyling, David Liu, Ethan Marlow, Justin Gonzaga, Mathieu Paturel
Baseline Functionality	06/11/21	13/11/21	0h	0%		
Assassin	06/11	10/11	0	0%		Mathieu Paturel
Hydra	06/11	10/11	0	0%		Justin Gonzaga
Sun Stone	09/11	11/11	0	0%		Ethan Marlow
Andruil, Flame of the West	11/11	13/11	0	0%		Justin Gonzaga
Sceptre	06/11	11/11	0	0%		David Liu
Midnight Armour	06/11	12/11	0	0%		David Liu

					Oct '21																	Nov '21														
					14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Movement (Pathfinding)	06/11	12/11	0	0%																								Carel Greyling									
Reviewing Baseline Functionality	13/11	15/11	0	0%																																	
Extension Tasks	**11/11/21**	**14/11/21**	**0h**	**0%**																																	
Logic Switches	11/11	14/11	0	0%																								Justin Gonzaga								
Milestone 3 Submission	15/11	15/11	0	0%																																	