

| ID | Name | Description |
|-----|--------------------------------|---|
| WP1 | Website | Publically available website updated with all deliverables, executable code, and link to version control repository for the game. |
| WP2 | Requirements | Requirement elicitation and following documentation, split into user and system requirements appropriately. |
| WP3 | Architecture | Documentation of the architecture and design process followed for the game |
| WP4 | Risk assessment and mitigation | Identification, analysis and mitigation of risks |
| WP5 | Implementation | Documented code for the game, listing any 3rd-party assets and an executable JAR file. |
| WP6 | Method selection and planning | Outline of software engineering methods used, approach to team organisation and the plan for the project |

| ID | Name | Description | Start | End | Dependencies |
|------|------------------------------|---|-------|-------|--|
| T1.1 | Website Creation | Creation of the website and structure | | | None; no deliverables with empty links |
| T2.1 | Brief review | Review of brief and writing questions | 19/02 | 20/02 | None |
| T2.2 | Interview | Interview with customer | 21/02 | 21/02 | T2.1 |
| T2.3 | Formalise Requirements | Write-up requirements | 22/02 | 25/02 | T2.2 |
| T3.1 | Responsibility Driven Design | Use CRC cards and generate UML diagrams | 26/02 | 5/03 | T2.3 |
| T3.2 | Architectural Design | Architectural design and modelling in UML | 5/03 | 7/03 | T3.1 |
| T4.1 | Risk Identification | Identification and labelling of risks | 21/02 | 21/02 | None |
| T4.2 | Risk Analysis | Analysis of severity | 22/02 | 26/02 | T4.1 |
| T4.3 | Risk Planning | Mitigation and planning | 27/02 | 4/03 | T4.2 |
| T4.4 | Risk Monitoring | Monitoring of risks by owners | 4/03 | 20/03 | T4.3 |

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|------|-------------|--|-------|-------|------|
| T5.1 | Movement | Player movement | 9/03 | 9/03 | T5.7 |
| T5.2 | Animation | Animation of player model | 10/03 | 12/03 | T5.1 |
| T5.3 | Map | Creation of game map and assets | 9/03 | 12/03 | T5.7 |
| T5.4 | Interaction | Interaction between player and locations | 13/03 | 16/03 | T5.3 |
| T5.5 | GUI | Counters and day trackers | 13/03 | 15/03 | T5.4 |
| T5.6 | Collisions | Collisions between buildings and player | 13/03 | 17/03 | T5.3 |
| T5.7 | Rendering | Render system for the game | 7/03 | 8/03 | None |

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| T6.1 | Produce document | Method and selection and planning pdf | 10/03 | 18/03 | None |
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