ID	Task Name	Start	Finish	Duration	Mar 2013				Apr 2013			
					3/3	3/10	3/17	3/24	3/31	4/7	4/14	4/21
1	Create a blank SceneGraph using the arMasterSlaveFramework	3/1/2013	3/1/2013	1d								
2	Create templates for all basic objects to be created (Sphere, Cube, Cone, etc...)	3/2/2013	3/2/2013	1d								
3	Create a menu usable within IVE	3/2/2013	3/23/2013	22d								
4	Design advanced objects in Maya/Blender/ 3DSMax to use	3/3/2013	3/16/2013	14d								
5	Integrate two arEffectors in to IVE	3/3/2013	3/6/2013	4d								
6	Develop all single-object manipulation techniques	3/10/2013	3/16/2013	7d								
7	Develop arDragBehaviors that use two effectors	3/7/2013	3/23/2013	17d								
8	Bring up and use menu within IVE using Wiimote during runtime	3/24/2013	4/14/2013	22d								
9	Develop the Scale-the-World interaction technique	3/25/2013	3/28/2013	4d								
10	Develop all multi-object manipulation techniques	3/31/2013	4/9/2013	10d								
11	Testing	3/17/2013	4/21/2013	36d								
12	3D Sound creation and attaching to objects*	4/7/2013	4/16/2013	10d								
13	Light creation (positional light)*	4/7/2013	4/16/2013	10d								
14	Light creation (spotlight)*	4/16/2013	4/21/2013	6d								
15	Package for submission, including documentation	4/22/2013	4/26/2013	5d								

Tasks marked with '*' are optional, if the rest of the tasks are on schedule and working correctly