

Task	Time	Preds
A. Robotic control module	5	—
B. Texture library	5	C
C. Texture editor	4	—
D. Character editor	6	A, G, I
E. Character animator	7	D
F. Artificial intelligence (for zombies)	7	—
G. Rendering engine	6	—
H. Humanoid base classes	3	—
I. Character classes	3	H
J. Zombie classes	3	H
K. Test environment	5	L
L. Test environment editor	6	C, G
M. Character library	9	B, E, I
N. Zombie library	15	B, J, O
O. Zombie editor	5	A, G, J
P. Zombie animator	6	O
Q. Character testing	4	K, M
R. Zombie testing	4	K, N

